

# GAMESPOT UNOFFICIAL GAME GUIDE TO

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# BALDUR'S GATE

BY DESSLOCK



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# INTRODUCTION




What's  
Inside



**B**ioWare's Baldur's Gate is not only one of the best computer role-playing game to be released in years, it's also one of the biggest and most difficult games you'll ever confront. With hundreds of non-player characters and locations, dozens of monsters and magical items, and numerous deadly ambushes, you'll require a comprehensive guide if you're going to find the best equipment and survive the toughest battles unscathed.

Not to worry. This guide contains all of the information you'll ever need to solve all of the Sword Coast's problems and make your characters rich in the process. In this guide you'll find a comprehensive listing of the locations of all of the magic items in the game, so you can quickly equip your characters with the best weapons and armor available. This guide will also provide you with detailed descriptions of all of the monsters and enemies you'll face, so you'll know in advance if that sheepish looking character hanging out in the corner of the tavern is actually a deadly eleventh level mage, waiting to incinerate your party with a fireball spell. To help you assemble the best party of adventurers, check out the guide's description of all of the non-player character companions available in the game, as well as their locations and respective





attributes and abilities. In case you're unsure of how to choose and manage your own character, the guide also contains numerous character creation and development tips.

In a game as big as Baldur's Gate, it's pretty easy to miss out on a lot of important encounters and interesting quests unless you know exactly where to look. Not to worry: This guide contains a complete walk-through for each location in the game, detailing the quests you can find in that area, the monsters and enemies you'll encounter there, and where all of the local treasure can be found. Did someone say quests? Each area walk-through also contains a comprehensive chart that will not only let you know where and how you can obtain each of the more than 100 quests in the game, but also where and how to solve them, and the reward you'll receive for completing the tasks. Finally, if you're just stuck in a particular section of the game and are wondering what to do next, this guide also contains a mini walk-through for all seven chapters in the game, which, when combined with exhaustive strategies detailed in the rest of the guide, will enable you to decisively rout your enemies.

**WHAT KIND OF ADVENTURER ARE YOU?**  
**IT'S TIME TO ENTER BALDUR'S GATE...**

**—Desslock**



# CHAPTER ONE

Getting In  
Character





# ATTRIBUTES

Even before you start rolling your attributes, you should decide what type of class you want for your main character. Compared to most computer role-playing games, attributes scores are fairly permanent in the Advanced Dungeons & Dragons rules faithfully adapted by Baldur's Gate. Although it is possible to increase your character attributes within the game by reading some rare tomes and manuals, you should be satisfied that your attributes are adequate from the outset of the game. Fortunately, the rolling system for generating attributes is extremely generous compared to pen-and-paper AD&D, so you should be able to create a formidable starting character.

It's important to note that the AD&D attribute system is also not as balanced as the systems featured in such games as Fallout. Charisma, for example, is an unnecessary attribute for most characters, and you should lower your score for that trait as far as permissible for your class so that you can redistribute the attribute points where they will be more useful for your character. Obviously, the more you reroll your dice scores, the more likely you'll get a powerful character. Aim to have 85–90 attribute points for your character. Since everyone doesn't have the patience to spend a half hour or more rolling up a character, so here are a few basic considerations you should keep in mind when selecting a score for each attribute.

## Strength

The raw, physical power of a character is a key attribute for all characters, but especially for fighters, rangers, and paladins. Characters with a high strength rating (15 and up) are



given both an attack and a damage bonus in hand-to-hand (melee) combat, and have a greater likelihood of bursting open locked doors and chests. The amount of weight your character can lug around is also determined by strength. Fighters, rangers, and paladins should have a strength rating of 18 or more, and a rating above 15 is recommended for all characters. If you're playing a non-fighter type and don't have attribute points to spare, make sure you have a strength rating of at least 12, or you'll have difficulty lugging around all of the treasure you'll find.

## Intelligence

The ability of the character to reason and learn is a key attribute for characters capable of casting mage spells, but it is the least important attribute for all other characters. If you're playing a mage or a bard, ensure that this attribute has a score of 18, but if you're playing another type of character, swallow your pride and lower this attribute as far as possible so that you can redistribute the resulting attribute points to more valuable traits. If you're playing a ranger, you might want to keep your intelligence score high, since you'll ultimately gain mage spells in the planned expansion packs and sequel to the game. For this game, however, that high intelligence score will be wasted.

## Wisdom

Wisdom is the enlightenment, judgement, or wile of a character and a key attribute for characters capable of casting priest spells. Clerics and druids should ensure that they have an 18 in this



attribute, so that they'll get the maximum number of available spells. If you're not playing one of those classes, this is another attribute you can lower without hurting your character. It's not quite as useless as intelligence, however, because characters with scores higher than 14 will get some additional resistance to charm person and similar spells. If you can't get a score that high, however, you might as well lower this attribute as far as you can provided that you don't reduce it below eight (or you'll make yourself more vulnerable to charm person and similar spells). Paladins might want to keep their wisdom score high, as they'll get access to cleric spells in the expansion packs and inevitable sequel to the game.

## Dexterity

Dexterity is a character's agility and speed of movement and it's the most important attribute for thieves. This is an attribute that you'll want to maximize for all characters, however, because a score of 15 or higher will grant an armor class bonus and make characters more difficult to hit in combat. A score of 16 or higher will also increase a character's reaction scores, allowing the character to strike sooner in combat. By removing points from other attributes, if necessary, you should ensure that your character has a dexterity score of at least 17.

## Constitution

Constitution is a character's physique, fitness, and overall health, and another important attribute. All characters who have a constitution rating of 15 will gain a valuable extra hit point per experience level, and characters with a constitution rating of 16





will gain two extra hp per experience level. Fighters, rangers, and paladins will continue to gain additional hp per experience level for constitution scores above 16. Maximizing your character's hit points is a definite priority. Give a fighter, ranger, or paladin character an 18 constitution (19 if you create a dwarf fighter), and any other character a constitution rating of 16.

## Charisma

Charisma is the combined physical attractiveness, persuasiveness, and physical magnetism of a character. A key rating for paladins (and to a lesser extent bards and druids), charisma will also affect the manner in which non-player characters interact with a character, and the ability of a character to be a good party leader and influence the morale of the party. You'll need one character in your party with a high charisma rating, but it doesn't have to be your primary character, so you should remove extra attribute points from charisma and redistribute them to other, more valuable attributes. An NPC companion with high charisma, such as Imoen, who is available at the beginning of the game, can serve as a charismatic party leader.

## CLASSES

The Baldur's Gate manual provides general descriptions of the eight core character classes and eight additional specialty mage classes you can choose from in the game, but here's some additional practical information you should consider when creating your character or choosing among non-player character companions.



## Bard

Bards can pick pockets like thief characters, and once they gain an experience level, bards can cast mage spells. Bards can also play an instrument during battle—effectively giving your party members the benefits of a bless spell while the bard continues strumming—and bards can use some weapons not available to thieves. But bards lack the more powerful abilities of thieves, making this “superthief” class less useful than you might initially believe.

## Cleric/Druid

Every party must have either a cleric or a druid because of their healing and protective spells. Druids can use daggers and spears, while clerics can't, but clerics are able to wear heavier armor and to turn away or destroy weak undead creatures. Druids are also able to innately transform into animals at higher experience levels. Although clerics and druids both have access to a number of the same spells, there are a number of unique spells for each class. Since the game's manual doesn't set out which priest spells are available for each character class, here's a list of the priest spells that are only available to clerics: command word: die, magical stone, protection from evil, and sanctuary (level one); aid, chant, draw upon holy might, hold person, silence 15 foot radius, and spiritual hammer (level two); and animate dead, dispel magic, glyph of warding, miscast magic, remove curse, remove paralysis, rigid thinking, and strength of one (level three). Here's a list of the priest spells that are only available to druids: charm person or mammal and good berries (level two); call lightning and hold animal (level three); and animal summoning 1 (level four). All other priest spells are available to both classes.





## Fighter/Paladin/Ranger

At least half your party should be comprised of these character classes. All three classes can use any type of weapon or armor, but a fighter can have additional weapon mastery. Paladins have the ability to detect evil and cast protection from evil, but unlike in pen-and-paper AD&D, they can only exercise these abilities on a limited number of occasions per day. Paladins can also heal two hit points a day per experience level, and can turn undead (as a cleric two levels below the paladin). Rangers get a combat advantage against their racial enemy (and you should select a formidable, often encountered enemy, such as ogres or gnolls), and can move stealthily if they are wearing light armor. Rangers do not, however, get the ability to fight with two weapons at once as they can in pen-and-paper AD&D, but they can charm animals. Finally, both paladins and rangers have to be of good alignment, so if you're feeling malevolent, you'll have to opt for a fighter character.

## Mage (Including Specialty Mages)

Mages are the physically weakest character classes, but their powerful spells ultimately make them extremely deadly, and every party should have one or two mage characters. There are also eight specialty mage classes: abjurer, conjurer, diviner, enchanter, illusionist, invoker, necromancer, and transmuter. Specialty mages get an extra spell per level (and they don't have to take it in their specialty area either), but cannot cast spells from their opposing specialty school. The extra spell per level



advantage makes specialty mages much better choices than ordinary mages, but make sure you check out page 139 of the manual so that you'll know which spells each specialty mage class is unable to cast.

## Thief

Thieves are extremely useful characters in the game, primarily because of their hide in shadows, lockpicking and find/disarm trap abilities. You'll want a thief with your party whenever you're exploring an underground cavern to search for traps to disarm. Thieves are also useful in cities because of their ability to pick the numerous available locked chests and containers. Their ability to hide in shadows and then backstab opponents can be particularly deadly, especially when equipped with speed items that allow them to flee opponents once they are discovered. You'll spare yourself a lot of grief if you have a thief with high find/disarm trap abilities in your party.

## ALIGNMENT AND REPUTATION

Both alignment and reputation are related, and both play key roles in the game. Characters with a high reputation score, regardless of whether or not their alignment is good, neutral, or evil, will be able to buy items from shopkeepers for less gold, and will get positive reactions from most NPCs. However, if your reputation starts to rise above 15 and you have evil characters in your party, those characters will start to get





angry with your actions and will eventually attack the party. Similarly, if your reputation hits rock bottom, good and even neutrally aligned characters will leave your party. While neutrally aligned characters will begin to complain once your reputation rises higher than 18, they'll never actually attack or leave the party.

Your reputation score will only change in the following ways:

- ▶ Giving money at a temple (between 100 – 500 gold, depending upon your reputation score at the time of your donation) can raise your reputation up one point—to a maximum of 18.
- ▶ Getting caught by a Flaming Fist guard for stealing can lower your reputation one point, and attacking or killing an innocent character (one with a "blue" base) or a Flaming Fist guard will lower your reputation from one to ten points (check out page 143 of the manual for more details).
- ▶ Solving certain quests will raise your reputation, generally by one point. There are also a few quests with an evil solution, which will lower your reputation. Check out the quest charts in the area description section of this guide for full details on quest rewards.

Note that your reputation will not change for doing other evil acts, such as stealing (without getting caught), or killing enemies who attempt to surrender.



# RACES AND MULTICLASSING/ DUEL CLASSING

## Racial Benefits/Penalties

Demi-human characters have several advantages and a few disadvantages. The primary disadvantage of demi-human characters is that they have limitations on the class levels they can obtain. While these limitations aren't a factor in Baldur's Gate (since characters can't accumulate enough experience points to bump up against the maximum levels imposed by AD&D), experience level restrictions may be more of a factor in the planned expansion packs and sequels to Baldur's Gate. The following chart summarizes the differences between the races.

### *Human*

**Racial Benefits/Penalties:** No level limitations

**Available Classes:** All

**Multiclassing Available:** None, but able to duel class

### *Dwarves*

**Racial Benefits/Penalties:** Infravision, magic and poison resistance, bonus to find traps, open locks, +1 constitution, -1 charisma, and dexterity





**Available Classes:** Fighter, cleric, thief

**Multiclasss Available:** Fighter/thief, fighter/cleric

## *Elves*

**Racial Benefits/Penalties:** +1 with bow and long sword, infravision, resistance to charm and sleep spells, bonus to stealth, pick pockets, penalty to open locks, +1 dexterity, -1 constitution

**Available Classes:** Fighter, cleric, thief, ranger, mage, diviner, enchanter

**Multiclasss Available:** Fighter/thief, fighter/mage, mage/thief, fighter/mage/thief

## *Gnomes*

**Racial Benefits/Penalties:** Infravision, magic resistance, bonus to stealth, open locks, detect traps, +1 intelligence, -1 wisdom

**Available Classes:** Fighter, cleric, thief, illusionist

**Multiclasss Available:** Fighter/thief, fighter/cleric, fighter/illusionist, illusionist/thief, cleric/illusionist, cleric/thief

## *Half-Elves*

**Racial Benefits/Penalties:** Infravision, resistance to charm and sleep spells, bonus to pick pockets, stealth

**Available Classes:** Fighter, cleric, thief, bard, ranger, mage, druid, conjurer, diviner, enchanter, transmuter

**Multiclasss Available:** Fighter/thief, fighter/cleric, fighter/mage, mage/thief, cleric/mage, fighter/druid, cleric/ranger, fighter/mage/thief, fighter/mage/cleric





## Halflings

**Racial Benefits/Penalties:** Infravision, magic and poison resistance, bonus to all thieving abilities, +1 dexterity, -1 strength

**Available Classes:** Fighter, cleric, thief

**Multiclassing Available:** Fighter/thief

# Multiclassed/Duel Classed Characters and the Experience Point Cap

Human characters can be duel classed and non-human characters can be multiclassed. Choosing a multiclassed character is simple: Since you don't have to worry about hitting the level restrictions in this game, just choose the type of character you want by looking at the chart above, and determine which race best suits that character and your interests. The experience points you earn for that character will be split evenly among each of that character's classes, and you'll immediately get the benefits (and restrictions) of both classes.

Duel classing is not as easy as multiclassing. In order to duel class a character, that character must satisfy each of the following conditions:

- ▶ Must be human
- ▶ Must have reached at least second level in a character class
- ▶ Must have at least a 15 in the primary attribute of the character's existing class and at least a 17 in the primary attribute of the proposed new class

- ▶ Cannot duel class to or from paladin or bard
- ▶ Must satisfy all of the minimum attribute requirements of the new class

Duel-classed characters will not have the abilities of their old class until they have reached a higher experience level in their new class, at which time they'll be able to use the abilities of both classes, making them very powerful. A character can only obtain 89,000 experience points (without relying on third-party, unsupported hacks), regardless of whether or not that character has a single class or is multiclassed or duel classed. Accordingly, before you duel class a character, you'll want to ensure that you have enough room under the experience point cap for that character to reach a higher level in the new class than the abandoned class, or you'll fail to get the abilities of the old class back during the course of the game. To help you with your determination, here's a chart indicating the maximum levels you can achieve with all of the multiclassed and duel classed combinations.




CLASS COMBINATIONS	MULTICLASSED MAXIMUMS	DUEL CLASSED MAXIMUMS
Fighter/thief	Six/seven	Six/seven, seven/six, five/eight
Fighter/cleric	Six/six	Six/seven, seven/five
Fighter/druid	Six/seven	Six/seven, seven/six, five/eight
Fighter/mage	Six/six	Five/seven, seven/five
Mage/thief	Six/seven	Four/eight, six/seven, seven/six
Cleric/mage	Six/six	Six/seven, seven/five
Cleric/ranger	Six/six	Five/seven, seven/five
Fighter/mage/thief	Five/five/six	n/a
Fighter/mage/cleric	Five/five/six	n/a



# CHAPTER TWO

Companions





**Y**ou should travel with a full party of six adventurers whenever possible. A balanced party of three warriors (fighter, paladin, ranger), one thief, one cleric/druid, and one mage works best. A couple of those characters should be multi-classed or dual classed into mages or clerics, so that you have a couple of characters capable of carrying mage wands and casting healing/protection spells. An extra character with thieving abilities is useful too, so that you can have one thief character emphasize open locks, while the other develops find/disarm trap abilities. Dual classing a thief into a mage, or starting with a multiclassed thief/mage, works well (Imoen is ideal for this purpose).

## LIST OF AVAILABLE COMPANIONS

No matter which main character you choose, you'll be able to get companions compatible with your character's alignment of all classes to join you. Other than for brief stints when you're short-handed, you should ensure that your party companions don't have alignments that conflict with other party members or you'll have fights break out when your reputation reaches a level that conflicts with the alignment of some party members (check out the guide's section on alignment and reputation for more details).

Some companions will only join you if you agree to help them with a specific task, and if you delay assisting them for too long, they'll eventually leave your party and perhaps fire a few arrows in your direction as well. There are a number of NPC "couples" (identified under "noteworthy traits" in the list below), and if you



dismiss one member of the couple from your party, the other will leave as well. If you really want to keep only one member of the couple in the party, you can either wait until the other member dies (taking away all of that member's armor and weapons helps for this purpose!), or by dismissing that other member and immediately leaving the area before he or she can initiate conversation with your main character.

The following list sets out the name, sex, race, character class, alignment, attributes, weapon proficiencies, and location of each potential companion, as well as their respective strengths and weaknesses.

## Ajantis

**Race and Sex:** Human male

**Availability:** On the southern road in the sector north of the Friendly Arm Inn.

**Character Class and Alignment:** Paladin (lawful good)

**Attributes (Str/Dex/Const/Int/Wis/Cha) and Proficiencies:** 17/13/16/12/13/17; proficient with long and small sword (each x2), bow and blunt weapons.

**Special Abilities or Other Noteworthy Traits:** Typical paladin special abilities.

## Alora

**Race and Sex:** Halfling female

**Availability:** In the High Hall (middle, west sector of Baldur's Gate), at night.





**Character Class and Alignment:** Thief (chaotic good)

**Attributes (Str/Dex/Con/Int/Wis/Cha) and Proficiencies:**

8/19/12/14/7/10; proficient with bow, missile weapons.

**Special Abilities or Other Noteworthy Traits:** Alora can only be found at night, and you'll have to speak to her several times to get her to join.

## Branwen

**Race and Sex:** Human female

**Availability:** In the carnival east of Nashkel (must cast stone to flesh).

**Character Class and Alignment:** Cleric (true neutral)

**Attributes (Str/Dex/Con/Int/Wis/Cha) and Proficiencies:**

13/16/15/9/16/13; proficient with blunt and missile weapons.

**Special Abilities or Other Noteworthy Traits:** Special ability of spiritual hammer.

## Coran

**Race and Sex:** Elf male

**Availability:** In the first Cloakwood Forest sector, west of the Friendly Arm Inn.

**Character Class and Alignment:** Fighter/thief (chaotic good)

**Attributes (Str/Dex/Con/Int/Wis/Cha) and Proficiencies:**

14/20/12/14/9/16 Proficient with large sword and bow weapons (x3).

**Special Abilities or Other Noteworthy Traits:** Higher than normally possible dexterity.



## Dynaheir

**Race and Sex:** Human female

**Availability:** In the Gnoll Stronghold in the southwest corner of the map.

**Character Class and Alignment:** Invoker (lawful good)

**Attributes (Str/Dex/Const/Int/Wis/Cha) and Proficiencies:** 11/13/16/17/15/12; proficient with missile weapons.

**Special Abilities or Other Noteworthy Traits:** Companion of Minsc, special ability of slow poison.

## Edwin

**Race and Sex:** Human male

**Availability:** In southern Nashkel, on bridge near the Belching Dragon Tavern.

**Character Class and Alignment:** Conjurer (lawful evil)

**Attributes (Str/Dex/Const/Int/Wis/Cha) and Proficiencies:** 9/10/16/18/9/10; proficient with blunt weapons.

**Special Abilities or Other Noteworthy Traits:** Joins you if you're willing to kill the "witch" Dynaheir, who is trapped in the Gnoll Encampment.

## Eldoth

**Race and Sex:** Human male

**Availability:** In the third Cloakwood Forest sector, in the southern portion of the sector.



**Character Class and Alignment:** Bard (neutral evil)

**Attributes (Str/Dex/Con/Int/Wis/Cha) and Proficiencies:**

16/12/15/13/10/16; proficient with small sword, spear, missile weapons.

**Special Abilities or Other Noteworthy Traits:** Joins you to rescue Entar Silvershield's daughter Skie. Companion of Skie, if she joins your party. Special ability to create poison arrows.

## Faldorn

**Race and Sex:** Human female

**Availability:** In the third Cloakwood Forest sector, in the south-west in a circle of stones.

**Character Class and Alignment:** Druid (true neutral)

**Attributes (Str/Dex/Con/Int/Wis/Cha) and Proficiencies:**

12/15/11/10/16/15. Proficient with spear, blunt weapons, and missile weapons.

**Special Abilities or Other Noteworthy Traits:** Special ability to summon dread wolves.

## Garrick

**Race and Sex:** Human male

**Availability:** In Beregost near the town crier.

**Character Class and Alignment:** Bard (chaotic neutral)

**Attributes (Str/Dex/Con/Int/Wis/Cha) and Proficiencies:**

14/16/9/13/14/15; proficient with small sword and missile weapons.



**Special Abilities or Other Noteworthy Traits:** He's willing to join if you see through the ruse of Silke in Beregost.

## Imoen

**Race and Sex:** Human female

**Availability:** Automatically joins at beginning of chapter one.

**Character Class and Alignment:** Thief (neutral good)

**Attributes (Str/Dex/Const/Int/Wis/Cha) and Proficiencies:** 9/18/16/17/11/16; proficient with small sword and bow.

**Special Abilities or Other Noteworthy Traits:** Can duel-class to mage

## Jaheira

**Race and Sex:** Half-elf female

**Availability:** In the Friendly Arm Inn.

**Character Class and Alignment:** Fighter/druid (true neutral)

**Attributes (Str/Dex/Const/Int/Wis/Cha) and Proficiencies:** 15/14/17/10/14/15; proficient (x2) with blunt and missile weapons.

**Special Abilities or Other Noteworthy Traits:** Companion of Khalid.

## Kagain

**Race and Sex:** Dwarf male

**Availability:** In the shop north of the Feldepost Inn in Beregost.





**Character Class and Alignment:** Fighter (lawful evil)

**Attributes (Str/Dex/Const/Int/Wis/Cha) and Proficiencies:**

16/12/20/15/11/8; proficient with axe (up to x4) and blunt and missile weapons.

**Special Abilities or Other Noteworthy Traits:** With his almost godlike constitution score, Kagain will actually regenerate hp.

## Khalid

**Race and Sex:** Half-elf male

**Availability:** In the Friendly Arm Inn.

**Character Class and Alignment:** Fighter (neutral good)

**Attributes (Str/Dex/Const/Int/Wis/Cha) and Proficiencies:**

15/16/17/12/10/9; proficient with large sword (x2) and in bow and axe.

**Special Abilities or Other Noteworthy Traits:** Companion of Jaheira.

## Kivan

**Race and Sex:** Elf male

**Availability:** In the High Hedge sector, southeast of Candlekeep.

**Character Class and Alignment:** Ranger (chaotic good)

**Attributes (Str/Dex/Const/Int/Wis/Cha) and Proficiencies:** 18 (12)/17/14/10/14/8; proficient with large sword, bow (x2) and spear (x2).



## Minsc

**Race and Sex:** Human male

**Availability:** In Nashkel north of Belching Dragon Tavern.

**Character Class and Alignment:** Ranger (neutral good)

**Attributes (Str/Dex/Con/Int/Wis/Cha) and Proficiencies:** 18 (93)/15/15/8/6/9; proficient with large sword (x2) and in spiked weapons and axe.

**Special Abilities or Other Noteworthy Traits:** Joins and remains in party only if you're willing to rescue Dynaheir, his companion. Special ability to berserk and charm animal (at higher experience levels).

## Montaron

**Race and Sex:** Halfling male

**Availability:** Area east of Candlekeep .

**Character Class and Alignment:** Fighter/thief (neutral evil)

**Attributes (Str/Dex/Con/Int/Wis/Cha) and Proficiencies:** 16/17/15/12/13/9; proficient with small sword and bow (each x2).

**Special Abilities or Other Noteworthy Traits:** Companion of Xzar.

## Quayle

**Race and Sex:** Gnome male

**Availability:** West side of bridge to Baldur's Gate, in chapter five.

**Character Class and Alignment:** Cleric/illusionist (chaotic neutral)

**Attributes (Str/Dex/Const/Int/Wis/Cha) and Proficiencies:**

8/15/11/17/10/6; proficient with blunt, spiked, and missile weapons.

**Special Abilities or Other Noteworthy Traits:** Special ability of invisibility.

## Safana

**Race and Sex:** Human female

**Availability:** In the lighthouse sector, two zones south of Candlekeep.

**Character Class and Alignment:** Thief (chaotic neutral)

**Attributes (Str/Dex/Const/Int/Wis/Cha) and Proficiencies:**

13/17/10/16/9/17; proficient with small sword, spear, missile weapons.

**Special Abilities or Other Noteworthy Traits:** Willing to join you to look for pirate treasure (in same sector).

## Shar-Teel

**Race and Sex:** Human female

**Availability:** In the sector east of the Beregost temple (two sectors east of Beregost).

**Character Class and Alignment:** Fighter (chaotic evil)

**Attributes (Str/Dex/Const/Int/Wis/Cha) and Proficiencies:**

18 (58)/17/9/14/7/11; proficient with small and large sword and missile weapons.

**Special Abilities or Other Noteworthy Traits:** Shar-Teel will only join your party if your strongest male fighter can best her in combat.



## Skie

**Race and Sex:** Human female

**Availability:** Second Floor of Entar Silvershield's house in northwest corner of Baldur's Gate.

**Character Class and Alignment:** Thief (Neutral)

**Attributes (Str/Dex/Const/Int/Wis/Cha) and Proficiencies:** 11/18/15/15/8/13; proficient with small sword, bow and missile weapons.

**Special Abilities or Other Noteworthy Traits:** Will only join your party if you have Eldoth in your party. Companion of Eldoth.

## Tiax

**Race and Sex:** Gnome male

**Availability:** In the southwest corner of Baldur's Gate, in front of the Flaming Fist headquarters.

**Character Class and Alignment:** Cleric/thief (chaotic evil)

**Attributes (Str/Dex/Const/Int/Wis/Cha) and Proficiencies:** 9/16/16/10/13/9; proficient with blunt, spiked, and missile weapons.

**Special Abilities or Other Noteworthy Traits:** Wants to rule the world! Special ability allows Tiax to summon ghosts.

## Viconia

**Race and Sex:** Drow elf female

**Availability:** In the northwest corner of the Peldvale sector (east of the Friendly Arm Inn).





**Character Class and Alignment:** Cleric (neutral evil)

**Attributes (Str/Dex/Con/Int/Wis/Cha) and Proficiencies:** 10/19/8/16/15/14; proficient with blunt, spiked, and missile weapons.

**Special Abilities or Other Noteworthy Traits:** 50 percent resistance to magic, Viconia will only join you if you help her to defend herself from a Flaming Fist mercenary (lose two reputation points).

## Yeslick

**Race and Sex:** Dwarf male

**Availability:** In the second level of the Cloakwood mines.

**Character Class and Alignment:** Fighter/cleric (lawful good)

**Attributes (Str/Dex/Con/Int/Wis/Cha) and Proficiencies:** 15/12/17/7/16/10; proficient with blunt, spiked, and missile weapons.

**Special Abilities or Other Noteworthy Traits:** Special ability to dispel magic.

## Xan

**Race and Sex:** Elf male

**Availability:** Prisoner of Mulahey, bottom of Nashkel mines.

**Character Class and Alignment:** Enchanter (lawful neutral)

**Attributes (Str/Dex/Con/Int/Wis/Cha) and Proficiencies:** 13/16/7/17/14/10; proficient with small sword.

**Special Abilities or Other Noteworthy Traits:** Possesses a moonblade, bonded to him personally.



## Xzar

**Race and Sex:** Human male

**Availability:** Area east of Candlekeep

**Character Class and Alignment:** Necromancer (chaotic evil)

**Attributes (Str/Dex/Const/Int/Wis/Cha) and Proficiencies:**  
14/16/10/17/16/10; proficient with small sword.

**Special Abilities or Other Noteworthy Traits:** Companion of Montaron

## GENERATING YOUR OWN COMPANIONS




While there are numerous NPC companions to choose from, as indicated in the list above, none of them has attributes as high as you can generate for your own characters. If you'd prefer to custom craft a party of adventurers, you can do so by starting up a multiplayer game and creating as many of the party members as you'd like. There's an added advantage to playing a multiplayer game solo, as you'll be able to pause the game and examine the inventory of a party member without automatically unpausing the game.



# CHAPTER THREE

Monsters and  
Animal Types





A large variety of dangerous and not-so-dangerous creatures roam the Sword Coast, and just reading the game's manual won't adequately prepare you for the challenges that await your party. In addition to menacing beasts, the wilderness of the Sword Coast is home to a variety of animal life. While some ambient life, such as birds, bats and insects, have been included solely to make the landscape more immersive, you can charm some of the other animal life to use as allies or as scouts.




Here's a list of the monsters and animals that you can find in the game, as well as an outline of the experience points (xp) you'll receive for dispatching each beast and a description of the hit points (hp) and strengths and weaknesses of each creature.

## ANKHEGS

**(52 hp, 975 xp)**—Giant burrowing insect-like beasts, ankhegs often surprise prey by suddenly burrowing up beneath it. In addition to a powerful biting attack, ankhegs have a spiting acid attack that does significant damage. Ankhegs are known to infest the sector north of the Friendly Arm Inn.

## BANDITS

**Normal (8 hp, 65 xp)**—Although thugs and brigands have always existed, lately a more organized breed of rogues has stalked the Sword Coast. Both hobgoblin raiders and these human fiends have begun attacking all caravans in the Sword Coast, effectively putting an end to the iron trade. Dangerous when equipped with arrows, bandits should be taken out quickly with missile weapons or spells.



**Black Talon Elite (16 hp, 240 xp)**—The elite soldiers of one of the largest human outlaw bands, the Black Talon, these warriors are well-equipped with both arrows of ice and arrows +1, making them among the deadliest opponents you'll face anywhere in the Sword Coast. Spare no expense in taking out these foes quickly, and take advantage of their tendency to group together, making them vulnerable to area of effect spells like fireball and stinking cloud.

## BASILISKS

Seven foot long reptilian monsters, basilisks move quickly on their eight legs and have a vicious bite. Their main weapon, however, is the ability to gaze upon their opponents and turn them to stone (party member victims will be permanently destroyed). Basilisks come in two varieties, and you should use your most potent weapons and spells (including incapacitating spells, like stinking cloud and web), as well as casting protection from petrification spells and using summoned or charmed creatures as buffers between your party and the basilisks to minimize their threat.

**Lesser Basilisk (45 hp, 1,400 xp)**—Don't be mislead by the moniker "lesser," as these creatures are among the deadliest you'll meet in the Sword Coast, capable of turning your party into statues in a matter of moments.

**Greater Basilisk (78 hp, 7,000 xp)**—While these creatures are certainly deadly, they are also the source of the most experience points you'll get for dispatching an opponent. Equipping your party with missile weapons and keeping summoned or charmed creatures between your party and the greater basilisk can earn your party a lot of experience points without incurring a great deal of risk.



## BEARS

A number of varieties of these native beasts are found throughout the Sword Coast, most of which will leave you alone provided that you don't disturb them by getting too close. Bears are perfect targets to use charm animal spells on, as they are relatively powerful allies. Here's a brief description of the bear types you'll see in the Sword Coast.

**Black Bear (25 hp, 175 xp)**—Not inherently dangerous unless threatened or otherwise disturbed, black bears are fairly powerful adversaries for starting characters.

**Brown Bear (41 hp, 420 xp)**—Brown bears are a more vicious and inherently hostile bear.

**Cave Bear (50 hp, 650 xp)**—An even more vicious bear, cave bears are almost always hostile to adventurers, and are occasionally tamed by xvarts.

**Mountain Bear (60 hp, 900 xp)**—A monstrous bear, mountain bears are capable of inflicting horrible damage on characters foolish enough to get close. There are rumors of a giant mountain bear guarding a bridge in the sector north of the Gnoll Encampment, in the southwest corner of the Sword Coast.

## CARRION CRAWLERS

**(22 hp, 420 xp)**—A centipede-like scavenger that lurks in subterranean areas, the carrion crawler doesn't have a damaging direct attack, but it does have a potentially devastating paralyzing attack. A carrion crawler can be found in a cave near the Gnoll Stronghold in the southwest corner of the Sword Coast,



and there are rumors of carrion crawlers infesting the sewers of Baldur's Gate.

## CATS (DOMESTIC)

Occasionally found in settlements, these furry pets have been known to prey on rodent pests, but otherwise threaten no one. Keep them away from waterfalls if you don't want to make a particular non-player character cry. Cats, like other animals, can be charmed and used as buffers. If you put them out in front of your party, monsters will attack them prior to assaulting your party.

## CHICKENS

Unlike Fallout 2, which featured a very special "chicken," Baldur's Gate features the real deal. No finger-licking goodness for stomping these domestic critters, however, but they will explode into a ball of feathers. These plucky critters are particularly vulnerable to a strain of rabies infesting Baldur's Gate.

## COWS AND HORSES

These native beasts provide sustenance and assistance to the populace of the Sword Coast region, and certainly won't attack you unless you initiate an assault. Unlike other animals, charming these creatures won't be of much help to your party as they are unable to move. There's a sinister cheat code available that'll allow you to pop cows like balloons....





## DOGS

Rover move over, here comes man's best friend, and he's out for blood. All of the dogs you'll encounter in the Sword Coast are unfriendly (with one notable exception), and their tendency to hunt in packs makes them almost as dangerous as their wolf cousins.

**Wild Dogs (9 hp, 35 xp); War Dogs (17 hp, 65 xp)**—A more dangerous wild dog, these pack animals can be trained to defend certain areas, and are also found wandering the Sword Coast.

**Blink Dogs (32 hp, 270 xp)**—These dogs are as intelligent as average humans and are able to teleport in a seemingly random fashion, making them difficult opponents to target.

## DOOM GUARDS

**(64 hp, 2,000 xp)**—Powerful, mystical melee opponents, these foes often serve powerful mages as guardians. Exceptionally dangerous in close quarters, doom guards lack a ranged attack, making them vulnerable to a party well equipped with bows and other missile weapons.

## DOOMSAYERS

**(78 hp, 4,000 xp)**—These servants of the gods are deadly foes. Vulnerable only to magical weapons and possessing some magic resistance, a doomsayer will immediately attempt to challenge the object of its god's wrath. Vulnerable to web spells and lack-



ing any ranged weapons, try to stop a doomsayer in its tracks and pick it off from a distance with magical missile weapons or spells to avoid its powerful melee attack. Casting a dispel magic spell on a doomsayer will remove its blurring effect, making the doomsayer a less formidable melee opponent.

## DOPPLEGANGERS

These humanoids are capable of assuming a form virtually identical to any human or similar creature. The likeness is so exact that it is virtually impossible to tell the difference between a doppelganger and the copied person.

**Doppelganger (31 hp, 420 xp)**—Once exposed, these creatures will engage in melee combat, but are not particularly fearsome opponents, although they are not vulnerable to sleep or charm spells.

**Greater Doppelganger (65 hp, 4,000 xp)**—Far more dangerous than their lesser brethren, greater doppelgangers can cast some mage spells, including mirror image and haste, which makes their melee attacks even more dangerous.

## DRYADS

**(9 hp, 950 xp)**—Beautiful, alluring tree sprites, these creatures are never more than 36 feet from their tree homes. Dryads are capable of casting dimension door and powerful charm spells.



## ETTERCAPS

**(40 hp, 650 xp)**—Gruesome, man-sized bipedal beasts that tend to prefer the company of spiders to the company of men, ettercaps have a particular fondness for laying traps in their lairs, and they have a poisonous attack that makes them more dangerous than you'd otherwise suspect. Fortunately, ettercaps are slow moving and tend to gang together only in small groups.

## FLINDS

**(19 hp, 120 xp)**—A more powerful, darker skinned relative of the gnoll, flinds are often found in the company of gnolls. Like their relatives, flinds are vulnerable to sleep, charm person, hold person, and similar spells affecting humanoids, and can be taken out quickly once incapacitated.

## GHASTS

**(29 hp, 650 xp)**—Slightly more powerful versions of ghouls, these undead creatures share the ability of ghouls to paralyze their opponents with a single touch. Even elves are vulnerable to their paralyzing touch. Ghosts are also able to emit a nauseating gas and are more difficult for a cleric to turn than ghouls.

## GHOULS

**(15 hp, 175 xp)**—Undead creatures that feed on human and other corpses, ghouls are capable of paralyzing all characters except elves, merely by touching them.



# GIBBERLINGS

**(8 hp, 35 xp)**—Small, hunched humanoids with short legs and long arms, gibberlings are found both in the wilderness and in underground caverns. Gibberlings are rumored to have a breeding ground in the southeast corner of the Sword Coast.

**Diseased Gibberling (4 hp, 35 xp)**—A diseased gibberling is a weaker version of the ordinary gibberling, and one of the least formidable beasts you'll encounter in the Sword Coast.

# GNOLLS

**Normal (15 hp, 35 xp)**—Slightly larger than normal humans and chaotic evil in alignment, gnolls can be very dangerous to low level characters, especially since they tend to travel in large numbers. All gnolls are vulnerable to charm, sleep, hold person, and similar spells. There are rumors of a hidden gnoll encampment somewhere in the southwest of the Sword Coast region.

**Gnoll Slasher (18 hp, 65 xp)**—Gnoll slashers are more powerful than but otherwise identical to normal gnolls.

**Gnoll Elite (18 hp, 65 xp)**—An even more menacing type of gnoll, gnoll elites possess a more powerful attack than basic gnolls.

**Gnoll Veteran (20 hp, 65 xp)**—Battlehardened shock troops, these gnolls are capable warriors and the personal guards of gnoll chieftains.

**Gnoll Chieftain (22 hp, 120 xp)**—Mr. Big, the leader of a pack of gnolls, the gnoll chieftain is only found surrounded by large groups of other types of gnolls.





# GOLEMS

Man-made beasts of burden, golems are monsters created by magic, and are essentially mindless brutes that serve the will of their master. There's only one type of golem in the Sword Coast.

**Flesh Golems (40 hp, 2,000 xp)**—Frankenstein-monster twins, these powerful beasts will attempt to engage your party in melee combat and are immune to non-magical weapons. Highly resistant to magic, but with no defensive armor, flesh golems are easy to hit with magic weapons.

# GRAY OOZES

**(25 hp, 120 xp)**—Gray oozes are a subterranean scavenger similar in form to a jelly or slime. Missile weapons or spells are the best manner of taking out these creatures.

# GREEN SLIMES

**(16 hp, 65 xp)**—Green slimes are strange ooze-like creatures that are a hybrid plant/animal life form that feasts on animals. Any hit from a green slime colony is capable of transforming its victim into green slime, killing it instantly and removing all possibility of resurrection. Pen-and-paper AD&D veterans might be surprised to learn that green slimes in this game are quite mobile.



## HALF-OGRES

**(20 hp, 270 xp)**—A cross between an ogre and a human, these humanoids are relatively dangerous, but vulnerable to sleep, charm person, hold person, and color spray spells. Unlike their relatives, the ogrillons, half-ogres are adept with a variety of weapons, although they usually prefer melee weapons.



## HOBGOBLINS

**(8 hp, 35 xp)**—Man-sized humanoids that delight in carnage, the highly organized hobgoblins often attack in groups. Hobgoblins occasionally use bows, making them more of a threat.

**Hobgoblin Elite (16 hp, 95 xp)**—These hobgoblin leaders almost always travel in groups and carry bows, some equipped with arrows of biting, making them a dangerous threat to your spell-casters and less heavily armored characters in particular. All hobgoblins are vulnerable to sleep, charm person, hold person, and color spray spells. Entangle works less well against hobgoblins than other humanoid enemies, because so many of them carry bows they can fire at will, even if suffering from the effects of an entangle spell.

## HORRORS

These creatures attack with flaming blades capable of inflicting massive damage. You'll never encounter a horror wandering in the wilderness, as it will only appear upon being summoned by a powerful mage, and when horrors are killed they'll disappear



with a red glow just as suddenly. Often horrors will appear when a trap set by a mage is triggered.

There are two varieties of horror: Helmed Horror (40 hp, 2,000 xp) and Battle Horror (64 hp, 4,000 xp). While they both lack a ranged attack or magic resistance, they are powerful melee opponents. Take them out with spells or ranged weapons.

## INVISIBLE STALKERS

**(64 hp, 3,000 xp)**—These dangerous foes are yet another creature summoned by a mage to eliminate those who have crossed the spell-caster. As their name suggests, invisible stalkers can't normally be detected until they launch their assault upon your party. Invisible stalkers have partial resistance to magic (30 percent), but no ranged or magic attacks of their own. Keep as much distance as possible between your party members and these relentless stalkers.

## JELLY

Yummy in your tummy? Not unless you consider an acidic mouthwash a delight. These strange creatures are related to slimes and oozes, and come in two varieties, both dangerous.

**Ochre Jelly (41 hp, 270 xp)**—These creatures attack by secreting an acidic fluid, which they can hurl from a distance.

**Mustard Jelly (65 hp, 2,000 xp)**—Far more dangerous than their cousins, these creatures also attack by spitting acid. They cannot be hit by non-magic weapons and are resistant to certain spells, including magic missile spells. Mustard jelly is also capable of emitting a toxic vapor that slows its victims.



# KOBOLDS

**Normal (4 hp, 7 xp)**—Three foot tall scaly humanoids, kobolds delight in killing and torturing their enemies. Not too tough individually, kobolds can be dangerous in groups, especially when armed with bows. A large pack of kobolds has taken up residence near Nashkel, and may be behind some of the problems in that area of the Sword Coast.

**Kobold Commandos (7 hp, 35 xp)**—Rambo look out, kobold commando is here! With more hit points and better equipment (including deadly arrows of fire), kobold commandos are not to be sneered at. Both breeds of kobold are vulnerable to all spells typically affecting humanoids, such as sleep, charm person, hold person, and color spray. Incapacitating kobold commandos quickly will net you the added benefit of being able to claim their unused arrows of fire.

# NEREIDS

**(32 hp, 5,000 xp)**—While nereids often take the form of beautiful females, they are actually creatures from the Elemental Plane of Water. Being of varying alignments, although always chaotic, care should be taken when dealing with nereids. Nereids are capable of killing an opponent with a single kiss, as the victim drowns instantly. Provided that you're not surprised by a nereid's deadly smooch, they aren't formidable enemies in combat.





## NYMPHS

**(24 hp, 2,000 xp)**—Like dryads, sirines, and nereids, nymphs appear as beautiful young women. They are resistant to magic (50 percent) and capable of casting cleric spells and dimension door. Nymphs are usually friendly if approached by a creature of good alignment.

## OGRILLONS

**(19 hp, 75 xp)**—Humanoid ogre/orc half-breeds, these creatures savagely attack with their hands, instead of using weapons. Their strength makes their attacks formidable, but they are easy prey for a well-equipped party. Ogrillons are vulnerable to sleep, hold person, charm person, and color spray spells, if you want to take them out quickly. Since they can only attack at close range, they are also particularly susceptible to entangle spells, which can allow your party to pick them off from a safe distance.

## OGRES

**Normal (30 hp, 270 xp)**—Giant humanoids, ogres are strong enough individually to crush an inexperienced party. Unfortunately, they are rarely alone. A sole ogre rules the sector between the Friendly Arm Inn and Beregost. Too large to stop with spells that can be deadly against other humanoids, like charm person or hold person, ogres can still be stunned by chromatic orb spells and halted by entangle spells. Ogres are such strong creatures that they only use melee weapons, so take advantage of their need to engage in close combat and attack them from a distance.



**Ogre Berserkers (40 hp, 650 xp)**—An even more powerful ogre, ogre berserkers are extremely dangerous in melee combat, but otherwise similar in behavior to normal ogres.

**Ogre Mages (39 hp, 650 xp)**—Possessing the same strength as normal ogres, these “Japanese” ogres are also capable spell-casters who delight in casting mage spells such as confusion and mirror image.

## RATS



The Sword Coast is apparently the only computer role-playing world that lacks giant rats. But there are a few of the non-giant variety of these beasts scampering about—essentially they’re hapless pests an adventurer is as apt to crush with a boot as with a mace.

## REVENANT

**(64 hp, 3,000 xp)**—An undead creature whose sole motivation is to track down and kill its own murderer, a revenant is immune to non-magic weapons and to a cleric’s ability to turn undead. Revenants are also immune to charm and similar spells that try to control them. Revenants are not inherently hostile to anyone other than their killers and the accomplices of their killers. A revenant haunts a cave in the hilly sector far east of Nashkel.

## SIRINE

**(49 hp, 2,000 xp)**—Beautiful female humanoids, who can be particularly nasty opponents. These wenches are adept at casting



dire charm and improved invisibility. Hit them with quick firing arrows and missile weapons to keep them from getting off their dangerous spells. Having a dispel magic spell or two ready is also prudent, as is sending a few summoned monsters for cannon fodder, like animated undead or charmed animals.

## SKELETONS

**Normal (8 hp, 65 xp)**—The weakest of the undead monsters, skeletons are animated corpses brought back to some semblance of life. For best effect, use bludgeoning weapons against skeletons. Bow and missile attacks are almost useless against skeletons.

**Skeleton Warrior (84 hp, 4,000 xp)**—One of the most powerful monsters you'll encounter in the Sword Coast, these undead warriors were fearsome fighters in their previous lives, and they've retained much of their skill in the afterlife. Only vulnerable to magic weapons, heavily resistant to magic, and immune to a cleric's ability to turn undead makes these beasts extremely formidable. Your best bet for attacking skeleton warriors is to move in close and hack at them with blunt weapons, hopefully wielded by fighters who have used oil of speed or who are under the influence of a haste spell. skeleton warriors are frequently armed with +1 two-handed swords, and arrows fired by skeleton warriors function as magical arrows.

## SPIDERS

Carnivorous insects of various sizes and abilities stalk the Sword Coast. Spiders rely solely close range attack, so you should try to keep them away from your party so you don't have to deal with





their poisonous attacks. While they are naturally immune to web spells, you can keep still entangle them and pick them off at your leisure, safe from their poison.

**Huge Spiders (18 hp, 270 xp)**—Mostly dangerous because of their poison, huge spiders, such as those in Landrin's cellar in Beregost, are a challenge to a neophyte party, but they are the weakest of the arachnid family.

**Giant Spiders (35 hp, 450 xp)**—A more ferocious spider, giant spiders have considerably more hit points than their huge cousins, and poison that acts much quicker.

**Wraith Spiders (27 hp, 1,400 xp)**—Another giant-sized poisonous spider, wraith spiders are even more deadly than giant spiders, as they are only vulnerable to magic weapons.

**Phase Spiders (44 hp, 1,400 xp)**—These dangerous spiders can cast dimension door at will, which they often use to transport themselves into attacking range of your characters. Their poison is extremely deadly and quick acting.

**Sword Spiders (45 hp, 2,000 xp)**—Unlike other forms of spiders, sword spiders do not rely on poison to bring down their victims, but rather use their tremendous speed to attack with their razor sharp limbs in hand-to-hand combat.

## SQUIRRELS

Found in forested areas, these small rodents are only dangerous to peanut hoarders concerned about losing some of their collection. Squirrels are another animal that you can charm and use as bait to lure enemy attacks.



## TASLOI

(8 hp, 35 xp)—Yet another race of small, malevolent humanoids. Tasloi work in packs, but unless encountered in huge numbers, tasloi aren't much of a threat to a well-equipped party. They like to use spears, which allows them to attack from a bit of a distance, making them more dangerous than xvarts. If encountered in numbers, use spells like sleep, entangle, hold person, and color spray to take out large groups of them simultaneously.

## WOLVES

A wide variety of these creatures can be found in the Sword Coast. Some act merely out of animal instinct, others are more malevolent. Casting charm animal on them can gain you some worthwhile allies.

**Normal (24 hp, 65 xp)**—Ordinary hunting wolves, these creatures are most dangerous in packs. Beginning parties should be wary of even the solitary hunters that lurk in the sectors east of Candlekeep.

**Worg (26 hp, 120 xp)**—Semi-intelligent evil wolves, worgs are as large as ponies.

**Dire Wolf (33 hp, 125 xp)**—Very similar to worgs except slightly larger, dire wolves are close relatives.

**Dread Wolves (33 hp, 650 xp)**—An undead variety of wolf, possessing more hit points and a more dangerous attack than their living relatives.



**Winter Wolf (45 hp, 975 xp)**—Winter wolves are a dangerous form of wolf, possessing a frost attack that can be hurled from a distance. Valued for their pelts, winter wolves can be found in Cloud Peak, south and southwest of Nashkel.

**Vampiric Wolf (50 hp, 2,000 xp)**—These creatures are malevolent, semi-intelligent beasts that can only be hit with magical weapons (or offensive spells). A hit from a vampiric wolf can paralyze a character, rendering that individual unable to defend against attacks.

## WYVERNS

**(63 hp, 1,400 xp)**—Distantly related to dragons, these giant winged beasts are less intelligent than their relatives and incapable of casting spells or using breath weapons. They do, however, have a powerful melee attack and a poisonous tail. A nest of wyverns can be found in Cloakwood Forest.

**Baby Wyverns (30 hp, 450 xp)**—Infant wyverns are proportionately less dangerous than the adult creatures, but they still possess a dangerous poison attack.

## XVARTS

**(8 hp, 15 xp)**—Chaotic evil three foot tall humanoids, xvarts are generally afraid of humans, but willing to attack when there are a number of them together. Xvarts are weak and vulnerable to a variety of mass affect spells that affect humanoids, such as sleep, charm person, hold person, and color spray.





# ZOMBIES

**(16 hp, 65 xp)**—Undead monsters brought back from the dead. Sluggish, but relatively powerful, zombies are easy to take down from a distance.



# CHAPTER FOUR

Combat and  
Spell-Casting Tips



**B**aldur's Gate is, at its core, a tactical combat game. Strategies for overcoming specific obstacles in the game are discussed in detail in the area walk-through section of this guide, but since combat plays such a big role in game, this section sets out several general tips on how to be successful in battle:

- ▶ **Wear Helmets:** Ensure that each character capable of wearing a helmet has one on. This advice may seem intuitive, but often NPCs will join your party and not be equipped with helmets, making them vulnerable to critical hits.
- ▶ **Missile Weapons are Key:** Missile weapons are extremely important. Not only will missile weapons protect your characters from enemies that rely upon hand-to-hand combat, but you'll also be able to disrupt enemy spell-casters, preventing them from making a shambles of your party. Each character class is capable of using at least some form of ranged weapon, and a missile weapon should be the primary weapon of each character (slings for clerics, slings/darts for mages, bows for thieves, bows/crossbows for bards, fighters, rangers, and paladins). Even though some missile weapons, like darts, don't do a lot of damage individually, they have a quick speed factor and rate of fire, making them valuable for disrupting enemies who are attempting to cast spells.
- ▶ **Don't Hoard Money:** While money may seem tight early in the game, you should always have enough to accomplish your immediate tasks, especially if you follow the tips set out in the area walk-through section of this guide. Spend your money on magic arrows (acid arrows and bolts of lightning are particularly deadly) and other missile weapons, as well as potions that can give you an edge in combat.





► **Speed Kills:** Make good use of the pause command so that you can give orders to your party members as soon as they complete their assigned tasks. Speed items, such as oil of speed, boots of speed, the light crossbow of speed, and the spell haste are extremely powerful. While the boots of speed only control movement, each of the other items will allow you to get additional attacks against opponents. Similarly, enemies who under the effect of a haste spell are extremely dangerous, and you should dispel those effects as quickly as possible by casting a dispel magic or slow spell of your own.

► **Know your Enemy:** Read the monsters section of this manual prior to engaging an enemy you haven't faced before. Charging into melee combat with an unknown enemy is always a bad idea, as you're apt to stumble into a paralyzing or poisonous attack. Make attacking enemy spell-casters and enemies equipped with arrows a priority. Arrow-hurling enemies tend to bunch together, making them ripe for area of effect spells such as fireball, grease, stinking cloud, and web.

► **Use your Wands:** Wands can be found in abundance, so don't be worried about saving them for special occasions. Use your wands of fire to cast fireballs at groups of spell-casting or arrow-launching enemies. Similarly, potions of explosions and oil of fiery burning can be used effectively to wipe out batches of enemies, including ones out of your line of sight. Since your party members should be equipped with missile weapons of their own, you shouldn't have to worry about your own members wandering into fire zones. Arrows of detonation, on the other hand, are a little too dangerous to be used except in pre-arranged circumstances.

► **Use Area of Effect and Incapacitating Spells:** Your best spells are those that effectively take out several opponents at



once. Early on, sleep and grease spells are very effective. Once your mages hit level three, you'll be able to use stinking cloud (one of the very best spells in the game) and web to incapacitate opponents. color spray is also a useful early spell to take out a number of opponents at short range. Later on, fireball is an extremely useful spell for taking out large groups of enemies simultaneously. Clerics can get into the act too, as hold person will make its victims helpless unless they make a successful saving throw, and it will affect a number of grouped opponents (up to four).

► **Charming Effects:** Charm spells are also extremely useful. Charmed animals or enemies can be used as cannon fodder, serving as lightning rods for enemy attacks (just ensure that they are always closer to your enemies than your party members are). dire charm can effectively turn the course of a battle, if you can convert one of your key opponents in a battle. It's also useful to have charm person spells available for a defensive purpose as well, as nothing is quite as frustrating as seeing your own fully equipped fighters charmed to the enemy ranks.

► **Summon Some Help:** Perhaps the most useful spells are those that create additional allies for you: animate dead, summon monsters, and summon animals. While these allies won't be able to stop formidable opponents (although hobgoblins with bows are pretty effective), they'll draw your enemies' fire, allowing your characters to concentrate their firepower without being endangered.

► **Disrupt Spell-Casters:** Missile weapons do an effective job of disrupting spell-casters, preventing them from launching spells. Some spell-casters are so dangerous, however, that you shouldn't even risk the possibility that your characters will miss with ranged weapons. If you sense that an opponent is a dangerous



spell-caster, launch a quick-acting sure hit spell of your own at the spell-caster, such as a magic missile or Larloch's minor drain spell.


► **Combine Attacks:** For particularly tough battles, don't rely solely on one line of attack. Instead of just casting a web spell and relying on your ranged weapon attacks, send in a few hasted fighters equipped with potions of freedom and powerful melee weapons to quickly dispatch opponents that get entangled. Launch a dire charm spell at a key opponent while you concentrate your ranged weapons on another and try to stun a third with a chromatic orb. If there is more than one enemy spell-casters, make sure you direct enough firepower at each of them to disrupt all of their spells, or charge a fighter under a protection from magic scroll at the casters. Cast a dispel magic spell as soon as your enemies cast protection from normal missiles or haste.





# CHAPTER FIVE

Area Walk-Through  
and Quest Guide



**E**ach of the 51 area sectors in the Sword Coast is full of monsters and characters who will vie for the destruction of your party; non-player characters who will impart advice and quests; and valuable magic items you can use to help your party succeed in its goals. This section of the guide provides a comprehensive walk-through for each of the 50 sectors in the game, generally listed in the order you will likely uncover each area.

In addition to the walk-through tips, each area description includes a list of each quest you can obtain in that sector; the quest giver; the solution location and explanation; and your reward for completing the task. Each area description also lists all of the non-player characters that reside in that sector, as well as the enemies that lurk in that location and the magic items you can find there. While all of the key monsters you'll find in that area are listed, you may also find additional random monsters (although the most commonly encountered creatures are itemized), so keep up your guard to avoid unpleasant surprises.

To the extent events occur in a sector only during a specific chapter in the game, those events will be listed under a sub-heading for that chapter. Since each area description contains a complete walk-through for that area, if you want to avoid spoiler information, you shouldn't read the descriptions under the chapter sub-headings for each sector until you've reached that chapter in the game.



# 1. CANDLEKEEP

## Prelude

**Quest Giver and Location:** Firebead Elvenhair (Candlekeep Inn)

**Goal of Quest:** Find and return identify scroll

**Solution Location:** With Tethtoril, inner grounds of Candlekeep

**Solution Explanation:** Straight-forward fetch quest

**Reward:** 50 xp, potion of healing, and Firebead will cast protection from evil

**Quest Giver and Location:** Phlydia (outside Candlekeep Inn)

**Goal of Quest:** Find and return book (History of Halruaa)

**Solution Location:** In hay in northern portion of Candlekeep

**Solution Explanation:** Straight-forward fetch quest. Talk to Dreppin, who is located near the haystack, to obtain an additional quest

**Reward:** 50 xp, lynx eye gem

**Quest Giver and Location:** Dreppin (near haystack in Candlekeep)

**Goal of Quest:** Get antidote for Dreppin's cow

**Solution Location:** Southeast corner of Candlekeep, near the gate

**Solution Explanation:** Talk to Hull and get an additional quest, as well as the location of the antidote

**Reward:** 50 xp





**Quest Giver and Location:** Reeve (Eastern portion of Candlekeep)

**Goal of Quest:** Kill rats infesting storeroom

**Solution Location:** Storeroom next to Reeve

**Solution Explanation:** Swing and chop

**Reward:** 50 xp, 5 gold

**Quest Giver and Location:** Fuller (Barracks in south of Candlekeep)

**Goal of Quest:** Grab him a quarrel of crossbow bolts from the innkeeper

**Solution Location:** Winthrop the innkeeper

**Solution Explanation:** Buy low, sell high (well, at least for a little commission)

**Reward:** 50 xp, 10 gold

**Quest Giver and Location:** Hull (near the gate in the southeast corner)

**Goal of Quest:** Find and return his sword

**Solution Location:** Barracks, in the south of Candlekeep

**Solution Explanation:** Chest on the right side of the wall in the barracks (the only unlocked one)

**Reward:** 50 xp, 10–20 gold

► If you choose to play a thief character or a warrior-type with tremendous strength, there are a few key items inside Winthrop's Inn that can help you to get a running start in the game. On the second floor of the Inn in an empty room to the north, you can obtain a star sapphire (interesting spelling in the Sword Coast) gem, which you can sell for a whopping 1,000 gold (but you'll



Area map for Candlekeep, where your adventure will begin.

need to put almost all of your thieving abilities into opening locks when you create your character). There's also a potion of clarity in another one of the guest rooms. In the room behind Winthrop's counter there's a container with mage scrolls of armor and infravision.

► Talk to Phlydia who's hanging out just northeast of Candlekeep Inn, and then find and return her book, which is located in one of the haystacks at the top of the Candlekeep map. Dreppin is also near the haystacks.

► You'll be attacked by a would-be assassin, Shank, in the building at the top of the Candlekeep map. He's a complete wimp if you're a warrior or priest character, but mages might want to use a magic missile or other offensive spell to take him out quickly.



► You can purchase the following magical items at the temple: potions of health, antidote, elixir of health, and stone to flesh scrolls.

► Talk to Reeve and kill the rats that are staging a vicious battle with two cats in the storeroom. There's a silver ring in a barrel at the north end of the room.

► Imoen will greet you when you enter the inner grounds, but she won't join your party at this stage.

► Another assassin, Carbos, will attack you when you enter the bunkhouse in the southern portion of Candlekeep.

► There are a few extra coins in the chest outside the bunkhouse and in a barrel out in the open a little to the south-east of that chest.

► Once you've completed all of the mini-quests, ensure that your character is as well equipped as your available gold and character class permit. Pick up an extra bow and a few additional packs of arrows, and perhaps a couple additional potions of healing from the temple.

**NPCs in this sector:** Arkanis, Canderous, Carbos, Deder, Dreppin, Firebead Elvenhair, Fuller, Gorian, Hull, Jondalar, Karan, Mordaine, Osprey, Parda, Phlydia, Reeve, Shank, Tethtoril, and Winthrop

**Enemies in this sector:** Carbos, Shank, and rats

**Magic items in this sector:** Potions of clarity and healing, antidote, elixir of health, cleric stone to flesh scroll, and mage scrolls of armor and infravision





## Chapter Six

► At the priest's house in the northern portion of Candlekeep, you'll discover a priest of Oghma performing rituals on dead cats. Confront him about the strangeness of his behavior and you'll discover that he's been replaced by a doppelganger, who carries a potion of healing.

► On the shelves of the Great Library are scrolls that will tell you that the Lord of Murder, Bhaal, "spawned a score of mortal progeny," and that one of his children must rise above the rest and claim the legacy of Bhaal. In the library there are also mage scrolls of vocalize, blindness, chill touch, chromatic orb, detect invisibility, grease, identify, knock, luck, Melf's acid arrow, shield, and web.

► Koveras will approach you on the second floor and offer you a ring, which is Koveras' ring of protection +1: Ring of the Princes, and try to set you up to fight Rieltar and his Iron Throne crew on the third floor. If you fight Rieltar (36 hp, level six) there in front of witnesses, the monks of Candlekeep will turn against you, and you'll be confronted by the Watchers. Even if you don't attack Rieltar, you'll learn once you reach the sixth floor of the library that he and his companions have been killed, and the Watchers will seek to detain you. Once a conversation has been initiated with a Watcher after you've confronted Rieltar, you won't be able to flee, and you'll end up in jail, where you'll be greeted by Ulraunt and Tethtoril. Tethtoril will let you escape to the catacombs of Candlekeep.

► Rieltar, Brunos (68 hp, level nine), Tuth (83 hp, level nine), and Kestor (47 hp, level eight) are equipped with chainmail +1, darts of stunning, long sword +1, morning star +1, potions of clarity, genius, and frost giant strength.



► Shistal, who waits on the fourth floor of the library, is actually a greater doppleganger, and he'll unveil his true identity if you continue to question him. There's also a wand of fear in one of the cabinets on the fourth floor. On the fifth floor, you can find a scroll from Gorian, which will at last answer any remaining questions you have concerning your parentage. There's also a potion of stone form and a cloak of protection +1. Ulraunt and Tethtoril are on the sixth floor of the library, along with potions of healing, fire resistance, and an elixir of health, scrolls of protection (normal missiles, petrification), a wand of magic missiles, and a ring of protection +1.

**NPCs in this sector:** Bendalis, Brunos, Cadderly, Dreppin, Fuller, Hull, Jessup, Karan, Kestor, Koveras, Parda, Phlydia, Piato, Reeve, Rieltar, Shistal, Theodon, Tuth, and Winthrop

**Enemies in this sector:** Dopplegangers, greater doppleganger, and potentially Rieltar, Brunos, Kestor, and Tuth

**Magic items in this sector:** (In addition to those listed in the prelude above) Chainmail +1, darts of stunning, morning star +1, cloak of protection +1, Koveras' ring of protection +1, ring of protection +1, wand of fear, potions of clarity, fire resistance, frost giant strength, genius, healing, stone form, and an elixir of health, scrolls of protection (normal missiles, petrification), scrolls of blindness, chill touch, chromatic orb, detect invisibility, grease, identify, knock, luck, Melf's acid arrow, shield, vocalize, and web

## Candlekeep Catacombs (Chapter Six)

- ▶ There are three separate catacomb areas, and most of the NPCs you'll meet in the catacombs are doppelgangers, with the notable exceptions of Arkanis and Deder, who will help your party and fight any enemies you confront.
- ▶ In the opening room to the catacombs, you can find scrolls of Agannazar's scorcher, chromatic orb, confusion, dimension door, fireball, identify, lightning, minor globe of invulnerability, and monster summoning 2.
- ▶ In the first main section of the catacombs, there are several traps in the corridor going southwest and its offshoots. A corridor



First Candlekeep catacombs. Plenty of traps and doppelgangers.





**Last Candlekeep catacombs. Look out for the evil party in the middle of this section.**

heading south leads to a treasure cache of a tome of understanding, protection scroll (acid), and a ring of fire resistance: Batalista's Passport. Down another corridor you can find, in a locked sarcophagus, the following items: oil of speed and potions of heroism, invisibility, and invulnerability. In a nest of ghosts in the same area, you can find a war hammer +1, potions of antidote (cursed), fortitude, frost giant strength, and stone form, and a wand of fire. There's a group of phase spiders guarding a tomb that contains a manual of gainful exercise and a cloak of protection +2: The Spirit's Shield.

► In the catacomb sector north of the first sector, there are numerous traps, including one guarding the dresser in "Jondalar's" alcove. The dresser contains a scroll of dispel magic.



**Second Candlekeep catacombs.** You'll see a lot of familiar faces in this section, but be careful who you trust.

Also in that section, you'll see what will appear to be Gorian, Elminster, and Tethtoril. Although their story is convincing, they are actually doppelgangers, with Elminster being a greater doppelganger. If you follow them as "Elminster" asks you to, you'll end up surrounded by doppelgangers.

► In the third area of the catacombs you'll immediately run into a party of adventurers [Bor (56 hp, level seven), Prat (74 hp, level eight), Sakul (35 hp, level eight), Tam (65 hit points, level 8)] who are waiting for Sarevok. You'll have some distance between you, so take advantage of it by using an area of effect spell such as a stinking cloud, fireball, or web. The party is equipped with: darts of stunning, throwing axe +2, acid arrows, scrolls of chromatic orb, detect evil, dire charm, ghost armor, ghoul's touch, haste, luck, mirror image, resist fear, slow, and



strength. Make sure you take the note from Sarevok on Prat's body. Once you pass them, you'll have to go through a pair of greater basilisks and several dangerous spiders (complete with web traps). It's a good idea to use a thief as a scout, backed up by summoned monsters or animated dead who can charge opponents you uncover. Diarmid will greet you at the end of the catacombs, informing you of Sarevok's plans, before fleeing. You can kill Diarmid as he attempts to flee, but you'll only get 24 xp and a few arrows +1 and arrows of ice.

**NPCs in the catacombs:** Diarmid, Dreppin, Elminster, Fuller, Gorian, Hull, Jondalar, Karan, Parada, Phlydia, Reeve, Tethtoril, Winthrop (all dopplegangers); Arkanis, Bor, Deder, Prat, Sakul, Tam

**Enemies in the catacombs:** Greater basilisk, dopplegangers, ghosts, greater doppelganger, Prat, Sakul, skeletons, sword, phase and wraith spiders, and Tam

**Magic items in the catacombs:** Acid arrows, arrows of ice, arrows +1, darts of stunning, throwing axe +2, war hammer +1, cloak of protection +2: The Spirit's Shield, manual of gainful exercise, ring of fire resistance: Batalista's Passport, tome of understanding, wand of fire, protection scroll (acid), oil of speed, potions of antidote (cursed), fortitude, frost giant strength, heroism, invisibility, invulnerability, and stone form, and scrolls of Agannazar's scorcher, chromatic orb, confusion, detect evil, dimension door, dire charm, dispel magic, fireball, ghost armor, ghoul's touch, haste, identify, lightning, luck, minor globe of invulnerability, mirror image, monster summoning 2, resist fear, slow, and strength.





## 2. CANDLEKEEP COASTWAY

### (SECTOR EAST OF CANDLEKEEP)

► Head north to the site of Gorian's battle and pick up the items on his body and the items of the attackers he managed to bring down.

► Imoen will join your party and she's one of the best available companions. Even if you don't want Imoen as a long term companion, she has a valuable wand of magic missiles. Equip your character and Imoen with missile weapons. You'll be attacked by



Map of sector east of Candlekeep. Pick up the items in the charred circle where Gorian met his fate.



diseased gibberlings, whom you should be able to handle easily, especially with ranged weapons. There are a few black bears in the woods—even if you're an evil character or have a vendetta against Smokey the Bear, be warned that if you attack the bears you better ensure that you take them out with missile weapons. If you let them get close to your character you'll quickly discover that bears pack a mean wallop. Although the experience points might be tempting, the bears are quite a handful for starting characters.

► If you're attacked by a single opponent, like a bear, get your enemy to chase one character around the map while your other party members pick off your opponent with missile weapons.

► Kolssed (hey, spell that guy's name backwards!) will tell you the direction to the Friendly Arm Inn and provide you with a little bit of information on two non-player characters on the road ahead.

► Two characters of evil alignment, Xzar and Montaron, are on the road ahead. They'll join your party if you agree to travel with them to Nashkel. A little extra firepower will come in handy in the sector to the east, so you might want to take Xzar and Montaron along, even if your character has a good alignment.

**NPCs in this sector:** Binkos, Chase, Imoen, Kolssed, Xzar, Montaron

**Enemies in this sector:** Black bear, diseased gibberlings, gibberlings, and dread and normal wolves

**Magic items in this sector:** Wand of magic missiles





### 3. CROSSROADS BETWEEN BEREGOST & FRIENDLY ARM INN

► There are often bandits lurking on the road south to Beregost that you should take down quickly using arrows or spells to avoid taking too much damage. If you're looking for a reward, the bandits have lovely scalps that they're willing to offer up from their cold, dead bodies. You'll be able to cash in the scalps later on, and you can stack them to conserve inventory space.



Map of the sector between the Friendly Arm Inn and Beregost. There's a nasty Ogre that lurks in the eastern portion of this sector.





► There's a nasty ogre at the east side of this area. Use your best spells against him and a concerted attack to take him down. Keep him away from your particularly vulnerable characters, like Xzar if he's in your party. Letting the ogre chase one of your characters while the others pound away with missile weapons works pretty well. The ogre has two magic girdles, one cursed (girdle of masculinity/femininity) and one belonging to Unshey in the Friendly Arm Inn (girdle of piercing). The cursed girdle can be sold for decent money, so it's worth keeping.

► There are some caravan remains in this sector, and the one east of the road to Beregost has a few items scattered around.

**NPCs in this sector:** Andout, Aoln, Jase, and old man (Elminster)

**Enemies in this sector:** Bandits, diseased gibberlings, gibberlings, kobolds, ogre, dread and normal wolves, and xvarts

**Magic items in this sector:** Girdle of masculinity/femininity and girdle of piercing

## 4. FRIENDLY ARM INN

**Quest Giver and Location:** Joia (first room west after entering courtyard of the Friendly Arm Inn)

**Goal of Quest:** Get ring back from hobgoblins

**Solution Location:** North of the Inn in this sector, there's a group of hobgoblins with the ring

**Solution Explanation:** There are other groups of hobgoblins around as well, but none of them is too tough if you've got several members in your party (as you should by now)

**Reward:** 400 xp, plus one reputation point



**Quest Giver and Location:** Unshey (upstairs in the Friendly Arm Inn)

**Goal of Quest:** Get girdle of piercing back from ogre

**Solution Location:** The ogre is located in the east side of the sector south of the Inn

**Solution Explanation:** The ogre is tough, but slow. Try to get him to chase one character while others hit him with arrows or other missile weapons

**Reward:** 800 xp, 70–95 gold, and a book

**Quest Giver and Location:** Landrin

**Goal of Quest:** Kill spiders in her cellar, get boots and wine

**Solution Location:** Her house is west of the Jovial Juggler Inn in Beregost.

**Solution Explanation:** There is a group of poisonous huge spiders in the cellar. Entangle them and take them out from a distance with missile weapons or ranged spells like magic missile before they can poison your characters.

**Reward:** 300 xp, 120 gold for returning the boots; 200 xp and 100 gold for killing the spiders; and 300 xp and 75 gold for returning the wine.

► Tarnesh (12 hp, level five mage), who's waiting on the steps to the right of the main building at the Friendly Arm Inn, is another assassin looking for you who will attack regardless how you respond to his questions. The guards will come to your aid, but Tarnesh is still dangerous, since he's a higher level magic-user. Try to hit him consistently with arrows or spells to limit his ability to cast spells.

► Khalid and Jaheira, two half-elf friends of Gorian, are waiting in the Friendly Arm Inn. They, like Xzar and Montaron, want to head to Nashkel.



Map of the Friendly Arm Inn. There are some hobgoblins perched just north of the Inn, and they have a ring that doesn't belong to them.

➤ Unshey, who is hanging out in one of the rooms at the Friendly Arm Inn, is looking to get his girdle back, which was taken by the nasty ogre in the previous sector south of the Friendly Arm Inn. If you already dispatched the ogre, you can give him the girdle of piercing back to Unshey and collect your reward. Landrin, another guest in the Friendly Arm Inn, will give you a quest (or two) to go to her cellar in Beregost.

➤ Dishonest characters can take the golden pantaloons of an arrogant noble (after a somewhat humbling case of mistaken identity), who's hanging out in one of the upper rooms of the inn. While worthless, the pantaloons do have a pretty entertaining history, which you can learn by right-clicking on them.





► Thief characters can help themselves to a potion of healing, chainmail armor, studded necklace with zios gem, rainbow obsidian necklace, and a zircon gem, all in locked containers within the inn's guest rooms.

► In the temple you can buy the following items: potions of antidote, genius, insight, mind focusing, elixir of health, and a stone to flesh scroll, and you can purchase a large shield +1 on sale in the Friendly Arm Inn.

► Hidden at coordinates x=2553, y=3757 (use the L key to find your current location) is a ring of wizardry.

**NPCs in this sector:** Bentley Mirrorshade, Gellana Mirrorshade, Khalid, Jaheira, Joia, Jopi, Landrin, Nessie, Surrey, Tarnesh, Unshey.

**Enemies in this sector:** Tarnesh, hobgoblins

**Magic items in this sector:** Large shield +1, ring of wizardry, potions of genius, mind focusing, insight, antidote, elixir of health, and stone to flesh scroll.

## 5. BEREGOST

### Chapter One

**Quest Giver and Location:** Town crier (center of town)

**Goal of Quest:** Kill Bassilus and return his holy symbol to the Beregost temple.

**Solution Location:** Bassilus is in the southeast portion of the sector south of High Hedge (two northwest of Nashkel).



**Solution Explanation:** When Bassilus starts talking to you, pretend to be his parent. Tell Bassilus you haven't seen him since Zhentil Keep and then accusing him of lying, or of being a coward and a murderer, which will kill off his undead guards instantly. He's a high level cleric, so take him out using hold/paralyze spells while hitting him with arrows to prevent him from casting spells. Take his holy symbol to the main temple building east of Beregost.

**Reward:** 1,000 xp and 5,000 gold

**Quest Giver and Location:** Garrick (east of town center)

**Goal of Quest:** Act as bodyguard to Silke.

**Solution Location:** You'll immediately be taken to meet Silke, who is waiting near the Red Sheaf Inn.

**Solution Explanation:** If you like playing an evil character and dupe, attack Faltis, Glayde, and Tessilan; otherwise turn on Silke.

**Reward:** 300-400 gold and a potion of defense; attacking Silke will also net you a quarter staff +1 and a potion of invulnerability.

**Quest Giver and Location:** Zhurlong (in the Burning Wizard in the middle of town)

**Goal of Quest:** Get his boots back from hobgoblins.

**Solution Location:** The hobgoblins are in the sector south of Beregost.

**Solution Explanation:** Use missile weapons and a sleep or entangle spell to handle the group of hobgoblins. Concentrate on taking out the archers first.

**Reward:** 300 xp and 100 gold (plus any taken previously by Zhurlong).



**Quest Giver and Location:** Perdue (in the Red Sheaf Inn)

**Goal of Quest:** Get short sword back from gnolls.

**Solution Location:** The gnolls are in the High Hedge, west of Beregost, just to the east of the main building.

**Solution Explanation:** High Hedge is too dangerous to explore in chapter one. Solve this quest after you've gained a couple of levels and you should be better equipped to take out the gnolls and other creatures in that sector.

**Reward:** 500 xp and 50 gold

**Quest Giver and Location:** Bjornin (in the Jovial Juggler Inn)

**Goal of Quest:** Take down a band of half-ogres.

**Solution Location:** The half-ogres are in the sector northwest of Nashkel.

**Solution Explanation:** You won't get a specific message indicating you've whipped out all of the half-ogres, so you'll have to be thorough in exploring the sector. Casting detect evil will let you know if there are any half-ogres left. Swing and chop.

**Reward:** 400 xp, 1 reputation point, and a medium shield +1.

**Quest Giver and Location:** Gurke (in the Jovial Juggler Inn)

**Goal of Quest:** Retrieve his cloak from a batch of tasloi in Cloakwood Forest.

**Solution Location:** The tasloi are in the southeast portion of the first Cloakwood Forest sector (west of the Friendly Arm Inn).

**Solution Explanation:** You won't be able to reach the tasloi until chapter four. By the time you can reach them, you'll be powerful enough to stomp the tasloi any way you want.

**Reward:** 300 xp, plus Gurke will let you to keep the cloak (which is a cloak of nondetection).





**Quest Giver and Location:** Firebead Elvenhair (house in south-east block)

**Goal of Quest:** Find a copy of The History of the Fateful Coin.

**Solution Location:** You can buy the book in the Feldepost Inn, or just take a copy from the house to the south of Firebead.

**Solution Explanation:** Simple fetch or steal quest.

**Reward:** 300 xp, plus one reputation point and a book.

**Quest Giver and Location:** Miranne (in a house at the east end of the town)

**Goal of Quest:** Track down her husband, Roe, in the roads south.

**Solution Location:** In the sector south of Beregost a couple of ogrillons have a note that'll solve the mystery of Roe.

**Solution Explanation:** The ogrillons aren't too tough and rely solely on their fists, so try to take them out one at a time with ranged weapons or spells. Return the note to Roe.

**Reward:** 300 xp and a ring of protection +1.

► Garrick will try to hire you to act as Silke's bodyguard. If you attack Faltis, Glayde, and Tessilan on her behalf, your reputation will go down a couple of points. Refusing to attack the three men will initiate a battle with Silke, and, after defeating her, Faltis will give you a potion of defense. Silke (29 hp, level eleven mage) is very dangerous, but alone, so ensure that you constantly hit her to disrupt her spells. Garrick will join you.

► Upon entering the Red Sheaf Inn, another assassin, Karlat (30 hp, level five fighter), will attack you. Karlat's a tough customer, so don't hesitate to use spells to help take him down or put him out of the fight, like entangle. Also in the Red Sheaf Inn is Perdue,



Map of Beregost. There's plenty to do in Beregost and lots of quests to initiate. Make sure you go to the Thunderhammer Smithy in the NE corner of town.

who will ask you to get his sword back from some gnolls, but only if you don't offer to buy him a replacement.

➤ Zhurlong, who hangs out in the Burning Wizard, will steal from you every time to talk to him, but if you complete his quest you'll get all of your money back (tempting as it might be to try the more immediate solution of throwing a sword into his gizzard). You may be better off keeping the boots, which are boots of stealth. If you're really vicious, return the boots for the reward and then either pickpocket them back or kill Zhurlong after he turns hostile.

➤ Firebead Elvenhair, who is in a private house in the same southeast block as the Jovial Juggler Inn, will pay you for retrieving



a copy of the book *The History of the Fateful Coin*. You can steal a copy of that book in the house south of Firebead, or buy it from the Feldepost Inn. Firebead Elvenhair is wearing a traveler's robe.

► Marl (36 hp, level four) will confront you in the Feldepost Inn, and will fight you unless you choose the right conversation path: Tell him that "you go where you want," and that "you do what you think is right, solving more trouble than you cause." Indicate that you "won't be held accountable for what the fates deal," and ask him if his son "wouldn't have gone anyway." Finally, buy a round to toast to Marl's son's memory, and you'll be rewarded with 900 xp.

► There's a nice stash of gems in the locked house south of the Feldepost Inn, a potion of agility in one of the houses on the east side of town, and a potion of heroism in one of the houses near the Jovial Juggler Inn.

► The bartender in the Feldepost Inn will purchase bandit scalps from your party, but you're better off waiting until chapter three to sell them to officer Val in the Jovial Juggler Inn. Spen Gil'meh in the Burning Wizard will give you a hint on an easier way into the Firewine Bridge dungeon.

► Kagain, an evil dwarf fighter, runs a shop north of the Feldepost Inn, and he'll join your party if you promise to help him find a missing caravan. The caravan quest is a red herring, as it can't be solved (at least not in the initial release of the game), but Kagain will agree to stay with you anyway.

► Tons of magic items are available for sale in the Thunderhammer Smithy during the day. In the evening, you can help yourself to a magic bastard sword +1 that is locked in a chest in the back of the smithy. No one will be around in the evening.





► The huge spiders in Landrin's basement are tough, especially if you don't have any way of slowing or curing poison (put the antidotes given to you by Landrin in the belts of your characters for easy access). Don't be anxious about taking out the huge spiders out your first visit through Beregost, but if you can't wait, use your entangle spell (somewhat ironically) to keep them at a distance so that you can pick them off without risking being poisoned by them in hand-to-hand combat. Make sure you pick up the body (only one can be grabbed) and Landrin's wine and husband's boots.

► Bjornin and Gurke, both in the Jovial Juggler Inn, will give you quests as described in the chart above. You won't be able to solve Gurke's quest until chapter four in the game. Miranne, in a house at the east side of town, will also give you a quest. The smithy Taerom Fuirum will buy ankheg shells for 500 gold each (make sure you only have one on you each time you talk to him, or he'll take them all for 500), or he'll make them into ankheg platemail for 4,000 gold, but after he makes the armor for you he won't purchase any more ankheg heads. Ankheg heads will rot after ten days if they are not sold.

**NPCs, Magic items, Enemies in this sector:** See lists under chapter three, below

## Chapter Three

► Tranzig (32 hp, level six) will be waiting in one of the rooms on the second floor of the Feldepost Inn. Beat on him a little and he'll tell you that Tazok is the captain of two groups of bandits, and the current location of the bandit camp is in the Wood of the Sharp Teeth, north of Beregost and northeast of the Friendly Arm Inn. He meets with Tazok at two places called Peldvale and



Larswood, which you can either learn from Tranzig or from a letter on his body. Tranzig is also equipped with a wand of magic missiles and a ring of protection +1.

► Chloe, a child, will come and get you on the east side of town and tell you that Officer Val of the Flaming Fist is waiting for you in the Jovial Juggler Inn. Elminster is also waiting nearby to give you some advice on the bandit menace and some cryptic hints about your destiny. Val will buy your bandit scalps from you for 50 gold each

**NPCs in this sector:** Alain, Algernon, Bjornin, Chloe (chapter three), Dunkin, Elminster (chapter three), Faltis, Firebead Elvenhair, Garrick, Gerard Travenhurst, Glayde, Golin Vend, Gurke, Hephis, Kagain, Karl at, Marl, Mr. Coquette and his butler, Oogie Wisham, Perdue, Raleo Windspear, Silke, Spen Gil'meh, Tessilan, town crier, Tranzig, and Zhurlong

**Enemies in this sector:** Karl at (assassin), Silke (or Faltis, Glayde, and Tessilan), Marl (possibly), and huge spiders

**Magic items in this sector:** Algernon's cloak, potion of agility (Algernon, guest in Feldepost Inn), amulet of protection +1, arrow +2, battle axe +1, composite bow +1, bracers AC8, bullet +1, chainmail +1, medium shield +1, bastard sword +1 (bar-tender in the Feldepost Inn), wand of magic missiles and a ring of protection +1 (Tranzig), traveler's robe (Firebead Elvenhair), potions of heroism and agility (in houses), mace +1, short bow +1, dagger +1, darts +1, sling +1, quarter staff +1, short sword +1, long sword +1, arrows +1, arrows of biting, arrows of ice, arrows +2, bolts +1, bullets +1, leather +1, small shield +1, medium shield +1, shadow armor, light crossbow of speed, dagger of venom, and bastard sword +1 (locked chest in Thunderhammer Smithy)

## 6. TEMPLE EAST OF BEREGOST

► There are a number of black bears in the western portion of this sector. The eastern portion of this sector is overrun with wolves and dogs of all types. Particularly dangerous are vampiric wolves, which are only vulnerable to magic weapons and can paralyze characters when they hit them. Your best bet to take the wolves down safely is to use magic arrows, bolts, bullets, or other missile weapons.

► A drunken would-be bandit will make a pathetic attempt to deprive your party of gold. Uh, hopefully you don't need advice for this encounter.



Map of the temple sector east of Beregost.  
There are dangerous wolves east of the temple.





► Take the holy symbol of Bassilus to Keldath Ormlyr in the main temple building, where you can also purchase the following items: potion of healing, elixir of health, antidote, and stone to flesh scroll.

► There's a group of hobgoblins let by Cattack (22 hp, level six fighter) located near the middle of the map. You can give them all your gold to leave you alone, or you can take them on. They won't let you join their group, the Chill.

► From chapter four onwards, Keldath, who is also the mayor of Beregost, will purchase a wyvern head from your party for 2,000 gold.

**NPCs in this sector:** Ashen, Cattack, Dawn Priest Blane, Dawn Priest Blam, Drunk, Galileus, Keldath Ormlyr, and sirines

**Enemies in this sector:** Black bear, Cattack, hobgoblins, war and wild dog, and normal, dread, vampiric, and worg wolves.

**Magic items in this sector:** Potion of healing, elixir of health, antidote, and stone to flesh scroll

## 7. HIGH HEDGE SECTOR

► Kivan, a good companion, is waiting to join your party just north of the main building in this sector.

► A giant spider and a group of huge spiders are hovering near the shack in the western portion of this sector. While spiders are immune to web spells, you can keep away from their poison by entangling them. There are also some ghosts and random monsters nearby. Inside the shack is a chest with an aquamarine gem.



Map of the High Hedge Sector, where you'll encounter Thalantyr and Kivan.

► Thalantyr is in the main building in the center of this sector. Don't attack Thalantyr and you'll be able to purchase a great number of magic items from him, including those listed below. Pick up the skull of one of the numerous skeletons that stalk the area, and then return Melicamp the chicken (who can be found in the sector south of High Hedge) to Thalantyr. Thalantyr is wearing adventurer's robes and carries a couple of potions (mind focusing and fire resistance).

► A group of gnolls east of Thalantyr's building has Perdue's short sword. Make sure you pick it up and return it to him in the Red Sheaf Inn in Bereghost.

**NPCs in this sector:** Kivan, Permidian Stark, Melicamp (if you bring him back), and Thalantyr



**Enemies in this sector:** Cave bear, flinds, ghastrs, ghouls, normal, slasher, and veteran gnolls, skeletons, and wolves

**Magic items in this sector:** Protection from poison scroll (from ghastr), adventurer's robes (from Thalantyr) plus the following magic items can be purchased from Thalantyr: dart +1, arrows +1, acid arrows, bolt +1, bolt of lightning, bolt of biting, bullet +1, potion of fire resistance, potion of healing, elixir of health, potion of cold resistance, potion of explosions, potion of infravision, potion of insulation, potion of magic blocking, potion of mind focusing, potion of mirrored eyes, potion of perception, potion of regeneration, potion of insight, potion of strength, potion of freedom, protection from acid, protection from cold, protection from electricity, protection from fire, protection from magic, protection from poison, protection from undead, grease, armor, burning hands, charm person, color spray, blindness, friends, protection from petrification, infravision, magic missile, protection from evil, shield, shocking grasp, sleep, chill touch, chromatic orb, Larloch's minor drain, horror, luck, mirror image, strength, resist fear, invisibility, detect invisibility, flame arrow, hold person, skull trap, vampiric touch, wand of sleep, wand of fear, Horn of Kazgaroth, Claw of Kazgaroth, robe of the good archmagi, and robe of the neutral archmagi

## 8. SECTOR SOUTH OF BEREHOST

► A Flaming Fist mercenary will confront you in the southern portion of this sector, and accuse you of being a bandit. You can avoid a battle (even though a battle will not lower your





Map of the sector south of Beregost. You can find Zhurlong's boots of stealth on some hobgoblins just off the road.

reputation) by indicating that you are defending the people of the Sword Coast.

► There are a couple of ogrillons standing over the body of a halfling. Take them out with ranged weapons or spells to minimize damage to your party (entangle works well too, since the ogrillons can only hurt you with their fists), and pick up the note on one of the ogrillons to return to Miranne in Beregost.

► There's a submerged house just west of the path around the middle of the path. X-Men fans will get a kick out of a Wolverine-ish NPC in this area, Bub Snikt. In the southwest portion of this sector there's a cave, in which you can find some tame rats and a cache with some gold and five healing potions.



► Some hobgoblins in the southwest portion of this sector have Zhurlong's boots of stealth. Retrieve them and return to Zhurlong in the Burning Wizard Inn in Beregost if you want to collect the quest reward.

**NPCs in this sector:** Bub Snikt, Flaming Fist enforcer, Shelligh

**Enemies in this sector:** Ogrillons, gibberlings, ghouls, hobgoblins, and hobgoblin elites

**Magic items in this sector:** Potions of healing and boots of stealth

## 9. SECTOR NORTH OF NASHKEL

► There's a band of hobgoblins (several equipped with bows) a little up the path. Approach slowly and you can take them out a couple at a time.

► Portalbendarwinder is an NPC that'll give you a few cryptic hints regarding your character's destiny.

**NPCs in this sector:** Lord Foreshadow and Portalbendarwinder

**Enemies in this sector:** Bandits, ghouls, hobgoblins, and kobolds

**Magic items in this sector:** None

## 10. NASHKEL

**Quest Giver and Location:** Storekeeper (Nashkel Store)

**Goal of Quest:** White wolf pelt





Map of the sector north of Nashkel. Not much adventure in this location.

**Solution Location:** Cloudpeak ice fields, south of Nashkel.

**Solution Explanation:** There's a white wolf in the area directly south of Nashkel, and several more in the area southwest of Nashkel.

**Reward:** 500 gold each pelt.

**Quest Giver and Location:** Minsc (north of the Belching Dragon Tavern)

**Goal of Quest:** Rescue Dynaheir

**Solution Location:** West of Nashkel, in a gnoll stronghold, in the southwest corner of the map.

**Solution Explanation:** Dynaheir is in a pit in the middle of the gnoll fortress, up a couple of levels.





**Reward:** 800 xp and Dynaheir will join you as a party member companion.

**Quest Giver and Location:** Berrun Ghastkill (outside the Nashkel Store)

**Goal of Quest:** Find out what's affecting the Nashkel mine

**Solution Location:** Nashkel mine, fifth level

**Solution Explanation:** A group of kobolds led by Mulahey are sabotaging the mine. Kill Mulahey and open his treasure chest to solve the quest. Return the letters from inside the chest to Berrun Ghastkill

**Reward:** 650 xp for killing Mulahey, plus boots of grounding, ring of holiness, short sword +1, moonblade and 1,000 xp; 900 gold plus one rep point from Berrun

**Quest Giver and Location:** Oublek (outside the Garrison)

**Goal of Quest:** Retrieve emeralds stolen by Prism.

**Solution Location:** Prism is creating a sculpture in the Nashkel mine sector.

**Solution Explanation:** You can insist upon receiving the emeralds back, in which case you'll have to kill Prism, or if you decide to help him, you'll have to fight Greywolf, which is definitely worth doing because Greywolf carries one of the best swords in the game.

**Reward:** For returning the emeralds, you'll get 200 xp and 300 gold. If you defend Prism you'll get 1,400 xp for killing Greywolf, long sword +2: Varscona, and 1,000 xp for helping Prism.

**Quest Giver and Location:** Nalin (in the Temple of Helm)

**Goal of Quest:** Bring in Captain Brage



**Solution Location:** Brage is in the sector northwest-west of Nashkel (two sectors north of the Gnoll Encampment)

**Solution Explanation:** Answer Brage's riddle when you meet him ("death") and take him to the Temple of Helm

**Reward:** 2,000 xp and 1 reputation point; potion of stone giant strength and Brage's sword (Cursed Berserking +3). Killing Brage will net you 250 gold and 500 xp

**Quest Giver and Location:** Commoner (in the locked building in the southeast corner of Nashkel)

**Goal of Quest:** Find her husband Joseph, recognizable by a greenstone ring.

**Solution Location:** You'll find the ring in the lower levels of the Nashkel mine.

**Solution Explanation:** Just pick the ring up as you explore the mine. It's on the third level, near the entrance.

**Reward:** 800 xp, if you give it back.

► Yet another would-be assassin, Neira, attacks you in the Nashkel Inn. Neira (33 hp, level five cleric) is a capable cleric with a low armor class. She can quickly take out your party with rigid thinking, entangle, and hold person spells. Use magic missiles or other attacks assured of finding their mark in order to disrupt her spells, as well as using defensive items or spells on your main character to allow him to withstand Neira's assaults. Neira wears a helm of infravision.

► In the southwest corner of this sector is Noober, one of the deliberately more annoying NPCs in the game. He's worth an entangle or sleep spell to get off your back—trust me. He will eventually tire of annoying you and leave (and you'll get 400 xp for your patience), but not until long after he's likely driven you



**Map of Nashkel, a town that you'll visit frequently during the first few chapters of the game.**

bonkers. In fact, if you happen to be an evil character, now is the time for a little target practice....

➤ The Nashkel Store can identify magic items for your characters, and the shopkeeper will pay you 500 gold for each white wolf pelt you return to him.

➤ Scribe Volvo himself is in the Belching Dragon Tavern in the middle of Nashkel, and he can give you some not-so-unique information on recent events in the area of Nashkel.

➤ On the bridge outside the Belching Dragon Tavern, Edwin will make you an offer to kill Dynaheir, no questions asked, and will join your party if you agree. Alternatively, you can have Minsc, who waits just a little north of that location, and his "miniature giant space hamster" join you to save Dynaheir. Minsc





is highly recommended, as he's definitely one of the more humorous characters in the game and a capable ranger to boot.

► The major, Berrun Ghastkill, will come up to you near the Nashkel Store and ask you to resolve the problems of the Nashkel mine. He'll recognize Jaheira if she's in your party.

► Oublek near the Garrison will offer you 200 gold in a case of mistaken identity; if you're honest, your reputation will get a boost. If you ask about bounties he'll direct you toward a local "artist" named Prism.

► In a field in the southwest corner of this sector (coordinates x-185, y-2743, hit the L key to determine your location), there's a treasure cache with a pearl and ankheg platemail). You can pick up a large shield +1 at the Nashkel Store, and at the temple you can buy potions of healing, antidote, elixir of health, and stone to flesh scrolls. Nalin in the Temple of Helm will offer to save the apparently berserk Captain Brage if you bring him in.

► Clicking on the gravestone in the far northeast corner of the cemetery (Mark D's) will earn you an easter egg—initially Daer' Ragh will appear and warn you not to touch the stone again. If you ignore his warning he'll return and summon a slew of phoenix guards, who will quickly dispatch your party.

► In chapter three Nimbul (21 hp, level seven), a mage assassin, will attack you near the Nashkel Inn. Casting silence 15 foot radius will take care of Nimbul in short order, as will a hold person spell. If you don't have spells available, make sure you keep attacking with quick hitting weapons, like arrows or darts, to keep Nimbul from getting spells off. Nimbul is wearing boots of avoidance, a short sword +1, and a ring of infravision.



**NPCs in this sector:** Bardolan, Berrun Ghastkill, Daer' Ragh, Edwin, Minsc, Nalin, Neira, Nimbul (in chapter three), Noober, Oublek, wife of Joseph (commoner)

**Enemies in this sector:** Neira, Nimbul (in chapter three)

**Magic items in this sector:** Short sword +1, large shield +1, boots of avoidance, helm of infravision, ring of infravision, potions of healing, antidote, elixir of health, and stone to flesh scrolls

## 11. NASHKEL CARNIVAL



Map of the Nashkel Carnival. Be sure to check out the Amazing Oopah, in the western portion of the Carnival.



- ▶ There's a band of kobolds in the northern portion of this sector.
- ▶ Vitiare, "master thief and pickpocket extraordinaire," will steal some gold from you when you enter the westernmost carnival tent. The merchant in the tent at the southern tip of the carnival will sell you two bizarre potions (red and violet potion) for 50 gold each. While the potions are of nominal use, you can sell them to a shopkeeper for double that price.
- ▶ Zordal, a mage, is calling Benthia a witch. You can't talk him out of attacking Benthia, but you can save her. You have to bait him into attacking you, instead of her, by questioning his abilities as a mage (don't call him a bozo or psycho or just challenge him to a fight). For killing him you'll get 900 xp, plus a knave's robe. You can also get as a reward from her an antidote potion if you ask for magic trinkets.
- ▶ Some of the merchants have magic items (as set out below), and are able to identify any others you've found in your travels.
- ▶ Branwen has been turned to stone in the middle of the carnival area. Although Zeke offers you a stone to flesh scroll for 500 gold, you can get a much more affordable scroll from the Temple of Helm in Nashkel. If you free her, she'll join your party and inform you that Tranzig, a mercenary, turned her to stone.
- ▶ If you ask the Great Gazib to see The Amazing Oopah explode three times, Oopah will go mad and attack you. For stomping him, you'll get a rainbow obsidian necklace.

**NPCs in this sector:** Benthia, Branwen, Great Gazib, Lestor, Lord Binky the Buffoon, Oopah, Vitiare, Zeke, and Zordal

**Enemies in this sector:** Kobolds, the Amazing Oopah, and Zordal





**Magic items in this sector:** Knave's robes, antidote, arrows of piercing, necklace of missiles, amulet of protection +1, shield amulet, and a ring of infravision

## 12. CLOUD PEAK MOUNTAINS— SECTOR SOUTH OF NASHKEL

**Quest Giver and Location:** Albert (boy in the sector south of Nashkel)

**Goal of Quest:** Find and return Albert's dog

**Solution Location:** The dog, Rufie, is east of the boy in the same sector

**Solution Explanation:** Make sure you're carrying the chewy toy that Albert gives you

**Reward:** 1,000 xp (killing Rufie instead and then talking to Albert will net you 1,200 xp)

► Albert, a little boy wandering around the center of this map, will ask you to find his dog, Rufie, for him. Rufie is east of the "boy" (all is not as it seems...). If you're not carrying the chewy toy, Rufie will attack, so make sure you don't confront the dog prior to talking to Albert.

► You can get the autograph of an odd trio of Newhart fans if you play your cards right. Sendai (35 hp, level six), an Amnish



Area map of sector 12. There's a White Wolf that hangs out in the southern part, and Rufie the dog is in the NE. Make sure you talk to Albert in the NW before encountering Rufie.

guard, and his two companions, Delgod (22 hp, level six) and Alexander (21 hp, level six), will attack you if you are confrontational when you meet them.

▶ Two strange bandits, Vax (29 hp, level six) and Zal, the "fastest dart-thrower in the west" (31 hp, level six), will attack you if you don't hand over all of your money. A nice hold person spell will take them out quickly if you have one available, but they're vulnerable to almost any form of attack. However, they're pretty tough customers: Vax has some magic bracers (bracers of Archery).

▶ A winter wolf is in the eastern portion of this sector, near the waterfall. It has a lot of hit points and a frost attack that it can hurl from a distance, but it's more vulnerable to fire attacks and



normal weapons. Take its pelt back to the Nashkel Store for a reward.

► There's a hidden treasure cache (a scroll of chromatic orb and a scroll of cloudkill) at coordinates x=1798, y=413. Hit the "L" key to get your current coordinates.

**NPCs in this sector:** Albert, Alexander, Delgod, "Larry, Darryl, and Darryl", Sendai, Vax, and Zal

**Enemies in this sector:** Kobolds, kobold commandos, skeletons, winter wolf, xvarts, Vax and Zal, potentially Sendai, Delgod, and Alexander

**Magic items in this sector:** Bracers of archery, scrolls of chromatic orb, and cloudkill

## 13. NASHKEL MINE SECTOR

**Quest Giver and Location:** Miner Dink (first level of Nashkel mine)

**Goal of Quest:** Return dagger to Kylee.

**Solution Location:** Second level of the mine, west side.

**Solution Explanation:** Just drop the dagger off when you see Kylee. There are a few kobolds guarding that passageway.

**Reward:** 200 xp

► Talk to Emerson, who is just south of the mine entrance, and he'll inform you of problems in the lower level of the mine and give you permission to enter the mine. In the northwest corner of this sector, in a large tree trunk (coordinates x=165, y=179, hit the L key to find your location) you'll find a wand of frost.





Nashkel Mines area map. There's a treasure cache in the NW corner in the tree stump.

► Prism is making a sculpture in the side of the cliff on the west portion of this sector, a little south of the middle. If you kill him and take the emeralds he carries to Oublek in Nashkel, you'll be rewarded with 300 gold and 200 xp. If you stay and defend him, you'll get the jewels in any event, as Prism will pass away after completing his masterpiece, but you'll have to kill Greywolf (66 hp, level seven fighter), who comes a-bounty hunting. It's definitely worth your while to take out Greywolf (try using a hold person spell or entangle to take him out quickly). You'll get 1,400 xp for killing Greywolf, plus the long sword +2: Varscona.

► Within the mine, Miner Dink will ask you to return a dagger to Kylee, who is a miner located in the western portion of the second level of the Nashkel mine.



► There are a couple of kobolds on the first level of the mine, and many more on the second and third levels. Most of them have bows, so get close to take them out quickly or use missile weapons of your own. There's a little cache of treasure (gold and a fire agate gem) in a couple of crates a room in the northeast corner of the third level.

► There are several traps on the third level of the mine. Get Imoen (or any other thief characters you have with you) to walk with find traps turned on. If a trap is spotted, try to disarm it using thief skills (spells can also be used). There's a particularly nasty magic missile trap in the southeast corner just before the entrance to the fourth level—ignore it at your own risk. You'll also find Joseph's ring on the third floor of the mine, near the entrance. Return it to the commoner in the locked building in the southeast corner of Nashkel for a reward.

► In the southeast corner of the third level there are a couple huge spiders and a pack of kobolds led by a kobold commando, who fires some nasty arrows (arrows of fire). Take him out quickly with arrows of your own or spells, or charge a fighter or two to take him out in hand-to-hand combat, which will minimize the effectiveness of the kobold commando's arrows.

► On the fourth level of the mine there are a couple of gray oozes. Take them out with missile weapons as quickly as possible. A cave exit near the oozes will lead to the mountain sector directly east of the Nashkel carnival. On the fifth level of the mine, Mulahey (36 hp, level five), a cleric, waits in a room near the entrance. He'll reveal a little more about who's behind the sabotage of the mine, but don't be merciful, as he'll just end up summoning reinforcements. Mulahey's treasure includes two potions of healing, a potion of absorption, short sword +1, Xan's moonblade, and mage scrolls of armor, infravision, charm person, sleep, identify, and web.



Take Mulahey's scrolls to end chapter two. Mulahey is wearing boots of grounding and a ring of holiness.

► Xan is a depressed prisoner of Mulahey, and he'll join you're your party. He owns a moonblade, a unique sword that is bonded to him.

**NPCs in this sector:** Emerson, Galtok, Kylee, Miner Dink, Mulahey, Prism, and Xan

**Enemies in this sector:** Ghouls, gray ooze, Greywolf, kobolds, kobold commandos, huge spiders, wolves, and Mulahey

**Magic items in this sector:** Arrows of fire, short sword +1, long sword +2: Varscona, moonblade, boots of grounding, ring of holiness, wand of frost, potions of absorption and healing, and scrolls of armor, infravision, charm person, sleep, identify, and web

## 14. SECTOR SOUTHWEST OF NASHKEL

**Quest Giver and Location:** Dryad (in forest sector southwest of Nashkel)

**Goal of Quest:** Save the dryad's tree.

**Solution Location:** Two men, Caldo and Krumm, are just about to take out the tree northwest of the dryad.

**Solution Explanation:** Caldo and Krumm are moronic opponents.

**Reward:** 500 xp, girdle of bluntness, potion of healing, antidote, and 1 reputation point. Killing the dryad instead will net you 975 xp and the potion (and you'll lose 7 rep points).





**Quest Giver and Location:** Drienne (child standing near the waterfall in forest sector southwest of Nashkel)

**Goal of Quest:** Investigate Drienne's cat's fate.

**Solution Location:** Base of the waterfall.

**Solution Explanation:** Get the dead cat from the base of the waterfall and return it to Drienne.

**Reward:** 200 xp, plus a protection scroll and an additional reputation point.



Area Map for sector 14. Be sure to search the bottom of the waterfall.

➤ A dryad of the Cloud Peaks will ask you to rescue her tree from two men, Krumm (25 hp, level three) and Caldo (20 hp, level three), moronic fighters. Striking a blow for the environment will net you a girdle of bluntness, a potion of healing, 500 xp, and a reputation point. You can also side with the gumps and take out the dryad.



► There's a group of four gnolls in the northern portion of this sector. You can avoid combat with the four of them by giving them 50 gold, or by telling them you have no money and fighting the leader in one-on-one combat.

► A gnoll, Ingot, will inform you that Minsc's companion is still alive in the gnoll fortress in the southwest corner of the Sword Coast.

► Drienne, a child who lost a pet cat in the waterfall, will give you a protection scroll if you retrieve the body.

**NPCs in this sector:** Caldo, Drienne, dryad, Ingot, and Krumm

**Enemies in this sector:** Gnolls, Krumm and Caldo, dread, dire, and winter wolves, and xvarts

**Magic items in this sector:** Halberd +1, girdle of bluntness, potion of healing, antidote, and protection scroll

## 15. SECTOR WEST OF NASHKEL

► There's an xvirt village in the northern portion of this sector. While their leader, Nexlit, will lay a guilt trip on you, you have no choice but to whip out their little chaotic evil butts. Nexlit will call for the assistance of Ursa, a cave bear. There is also another cave bear in, appropriately enough, a cave to the northeast of the xvirt village. In the cave are a flail +1, a potion of fire resistance, and bracers of defense AC8.

► Borda (38 hp, level nine), a wandering NPC, will offer to sell you a potion of extra healing for 25 gold, a scroll of protection





Map of sector 15. There's an xuart village that you can exterminate here.  
Make sure you check out the cave to the northeast.

from petrification for 25 gold or a scroll of protection from magic for 100 gold. He's a con artist, and all of his items are fakes.

**NPCs in this sector:** Borda, Nexlit

**Enemies in this sector:** Black and cave bears, Nexlit the xuart, Ursa the bear, wolves, and xvarts

**Magic items in this sector:** Flail +1, a potion of fire resistance, and bracers of defense AC8



## 16. SECTOR NORTH OF GNOLL ENCAMPMENT

**Quest Giver and Location:** Jared (near the southern bridge)

**Goal of Quest:** Drive off the bear at the other end of the bridge

**Solution Location:** ...at the end of the bridge.

**Solution Explanation:** A tough, but slow, mountain bear is guarding the other end of the bridge. Kill him using ranged weapons or spells unless you're willing to risk its powerful melee attacks.

**Reward:** 150 xp and boots of the north (in addition to 900 xp for killing the bear).

**Quest Giver and Location:** Laurel (northwest corner of the sector)

**Goal of Quest:** Kill a gibberling horde.

**Solution Location:** As soon as you accept the quest, the gibberlings will attack.

**Solution Explanation:** If you can handle the rest of this sector, the gibberlings will be easy. A sleep or entangle spell will work well.

**Reward:** 250 xp

► Neville (35 hp, level six) is a bandit who has five hobgoblins with bows backing him up. If you threaten him, instead of trying to negotiate your way past him, you'll lose 55 gold, but gain 100 xp without having to fight. Unless you're seriously outgunned,



Area map for sector16. You'll have to be ready  
for a fight to cross these bridges

you're better off taking out Neville and his crew, as Neville has a dispel magic scroll and a long sword +1.

► There's a bridge to the north guarded by hobgoblin elites and ogre berserkers. Jared is near a southern bridge, fleeing from a bear that laid claim to the other side of the bridge. Take out the mountain bear and Jared will reward you with a pair of boots (boots of the north) and 120 xp.

► In the northwest corner of this sector is Laurel, a paladin, who will invite you to fend off a horde of gibberlings. A sleep or entangle spell will make quick work of the horde. Also nearby is an ogre having dinner, whom you can avoid if you're not up to the combat.





**NPCs in this sector:** Jared, Laurel, and Neville

**Enemies in this sector:** Black, brown, and mountain bears, hobgoblins, hobgoblin elites, Neville, ogrillons, ogres, ogre berserkers, war dogs

**Magic items in this sector:** Long sword +1, boots of the north, scroll of dispel magic

## 17. GNOLL STRONGHOLD

► Two burley bridge guards, Gnarl (19 hp) and Hairtooth (20 hp), will demand 200 gold from you to cross the bridge. If you



Map of the Gnoll Stronghold. Dynaheir is waiting to be rescued from one of the pits.



pay 200 gold they'll attack anyway, but if you plead poverty they'll only charge you 100 gold and you'll get 250 experience points. Taking them out will net you more experience points, and some magic gauntlets (gauntlets of dexterity), a potion of hill giant strength, and a potion of cold resistance.

► By going south immediately after crossing the bridge, you can find a few caves guarded by xvarts in the southwest corner of the sector. In one of the caves there is a tome of leadership and influence and scrolls of Larloch's minor drain and magic missile, and in another there is a carrion crawler.

► The bulk of the gnoll forces are through the main entrance, up a couple of flights of stairs. Dynaheir is in a pit, guarded by the main forces. She'll join your party if you'd like, but if you refuse and have Minsc in your party, he'll stay with Dynaheir.

► The gnolls attack in large numbers, so use spells such as sleep, hold person, stinking cloud, web, and color spray to keep the odds manageable.

**NPCs in this sector:** Dynaheir, Gnarl, and Hairtooth

**Enemies in this sector:** Carrion crawler, gnolls, gnoll slashers, gnoll elites, gnoll veterans, gnoll chieftain, and xvarts

**Magic items in this sector:** Gauntlets of dexterity, tome of leadership and influence, potions of hill giant strength and cold resistance, and scrolls of Larloch's minor drain and magic missile

## 18. NORTHWEST OF NASHKEL

► Drizzt, one of the key figures in the Sword Coast, is being attacked by gnolls in the middle of this sector. Help him out (not



Map of sector 18, NW of Nashkel. Forgotten Realms legend Drizzt can be found battling some Gnolls near the middle of the sector.

that he really needs it), and he'll give you a few hints as to who is behind the bandit attacks throughout the Sword Coast. Drizzt also has the best magic items in the game, a scimitar +3: Frostbrand, scimitar +5 Defender: 'Twinkle', and Mithril chain-mail +4.

► If you find the allure of Drizzt's items too tempting, and want to take a crack at "liberating" them, here are a few tips: You can pickpocket the two swords away (although if you subsequently fight him the computer will still treat Drizzt as equipped), but you can't get the armor without putting Drizzt down. You might want to wait until your characters are high level (you only get to encounter Drizzt once), but even then Drizzt will be tough. If you animate dead or summon monsters or animals and don't have any characters within Drizzt's line of



sight (i.e. keep one character invisible), Drizzt will ignore the summoned creatures. Since the creatures will occasionally hit Drizzt (when they roll a 20 to hit), Drizzt will eventually be killed. If that method seems too shifty for you, you can try stocking up on magic arrows (such as acid arrows, arrows of piercing, or arrows +2) and hasting your characters. When Drizzt chases after a party member, that character should flee while the other party members try to score some hits with their arrows. Using hasted fighters who have taken potions of giant strength also usually works, but you're likely to lose at least one party member for good by going toe-to-toe with Drizzt.

► In the northeast corner of this sector, Teyngan (31 hp, level six fighter), Lemby (mage), and Zekur (hobgoblin archer) will attack you after asking you for all your money. Teyngan has a potion of healing, Lemby has scrolls of resist fear, Larloch's minor drain, and chromatic orb, as well as magic robes (of fire resistance). You can avoid a fight by giving the bandits all your gold, but what kind of adventurer would you be if you did that?

► Also in this sector is the half-ogre band that Bjornin in Beregost asked you to extinguish. Make sure you get them all before you leave. Casting detect evil will let you know if any more are around.

**NPCs in this sector:** Drizzt, Lemby, Teyngan, Torlo, and Zekur  
Enemies in this sector: Ghouls, gnolls, gnoll slashers, half-ogres, ogres, ogre berserkers, skeletons, Teyngan, Lemby, Zekur, and wild dogs

**Magic items in this sector:** Scimitar +3: Frostbrand, scimitar +5 Defender: 'Twinkle', Mithril chainmail +4, mage robe of fire resistance, potion of healing, and scrolls of resist fear, Larloch's minor drain, and chromatic orb



## 19. SECTOR SOUTH OF HIGH HEDGE (NORTHWEST, NORTHWEST OF NASHKEL)

**Quest Giver and Location:** Melicamp, a chicken (northeast corner of map)

**Goal of Quest:** Take Melicamp to Thalantyr to reverse the Polymorph spell.

**Solution Location:** Thalantyr is in the High Hedge sector, north of this sector.

**Solution Explanation:** Take Melicamp to Thalantyr, and inform him you have the chicken, making sure you tell him of the that the chicken is his apprentice, and then volunteer to help. Give Thalantyr a skull from one of the numerous skeletons in the area.

**Reward:** 2,000 xp plus 1 reputation point

► Bassilus (49 hp, level seven), the mad cleric, is here in the southeast corner of this sector, protected by a few zombies and a small army of heavy crossbow-wielding skeletons. By pretending to be his parent, telling Bassilus you haven't seen him since Zhentil Keep, and then accusing him of lying or of being a coward and a murderer, you'll deprive Bassilus of his undead escort and have to face just him alone. Bassilus is wearing magic gauntlets (gauntlets of fumbling) and wielding a war hammer +2: Ashideena.

► Melicamp the chicken is being threatened by a wolf in the northeast corner of the map. Melicamp is actually a mage who had



Map of sector 19. You can find Bassilus (and collect a 5,000 gold reward by taking him out) in the SE corner.

some problems with a polymorph spell, and he'll ask you to help him. You can do so by packing him up in your backpack and taking him to Thalantyr, in the High Hedge sector, north of this one.

► Zargal (32 hp, level three), Geltik (22 hp, level three) and Kissiq (18 hp, level two), three would-be hobgoblin bandits, will demand that you give them all of your money or risk attack. Stomp them using a sleep or hold person spell and take Zargal's short sword +2: the Whistling Sword.

**NPCs in this sector:** Bassilus, Footy (boy spying on Bassilus), Geltik, Kissiq, Malkax (22 hp, level 3), Melicamp the chicken, Roger, and Zargal

**Enemies in this sector:** Bassilus, black bear, hobgoblin elites, skeletons, normal, dread, and worg wolves, and zombies



**Magic items in this sector:** Gauntlets of fumbling, war hammer +2: Ashideena, and short sword +2: the Whistling Sword

## 20. LIGHTHOUSE SECTOR SOUTH OF CANDLEKEEP

**Quest Giver and Location:** Ardrouine (south of this sector)

**Goal of Quest:** Take out the worgs near the lighthouse.

**Solution Location:** The lighthouse is in the same sector, northwest of Ardrouine.

**Solution Explanation:** There are three worgs inside the courtyard of the lighthouse. Don't worry about trying to find the boy.

**Reward:** 500 xp, 1 reputation point, and 60 gold

► Ardrouine, in the southwest corner, will ask you to rescue her boy from a pack of worgs near the lighthouse.

► Near the middle of the map waits Safana, who will try to entice your party into coming along on a treasure hunt. She'll join your party if asked.

► There are some dangerous sirines in this sector, near the coast to the west and in the northwest corner of the map. Led by Sil (49 hp), sirines are very dangerous opponents, capable of casting dire charm, improved invisibility, and confusion, and they also fire magic arrows. The hobgoblin elites in the area fire poison arrows (arrows of biting). Send summoned monsters or animated undead in to attack the sirines while your party members stay





Map of the lighthouse sector, south of Candlekeep. Safana the thief is waiting for you here, along with some dangerous Sirines.

nearby, ready to attack with missile weapons. Having a fighter character take a potion of clarity prior to engaging the sirines also works well.

► In the northwest corner of this sector, near Sil, there is a cave opening that is protected by three flesh golems. Inside, in the middle of the pond off the left entrance, is the pirate treasure to which Safana was referring. The treasure consists of darts of wounding, a cloak of the wolf, antidote, elixir of health, potion of infravision, potion of absorption, wand of paralyzation, and manual of bodily health

**NPCs in this sector:** Ardrouine, Safana, and Sil

**Enemies in this sector:** Carrion crawlers, flesh golems, hobgoblins, hobgoblin elites, sirines, tasloi, and dread and worg wolves



**Magic items in this sector:** Arrows of biting (on hobgoblin elites and on sirines), darts of wounding, cloak of the wolf, antidote, elixir of health, potion of infravision, potion of absorption, wand of paralyzation, and manual of bodily health

## 21. SECTOR WEST, NORTHWEST OF NASHKEL (SECTOR SOUTH OF LIGHTHOUSE)

**Quest Giver and Location:** Charleston Nib (middle of the map)

**Goal of Quest:** Guard his expedition as it completes its dig.

**Solution Location:** Within the cave nearby Charleston, once the chamber is breached, the diggers will be possessed.

**Solution Explanation:** Kill the diggers or charm them. If you're of evil alignment, you can kill Charleston and give the idol to Gallor, Charleston's partner.

**Reward:** 1,000 xp plus one reputation point (50 gold if you asked for pay). 900 gold from Gallor, if you opt for an evil path, and the loss of 12 reputation points.

► Ba'ruk, a hobgoblin, is waiting near the northwest corner of this sector, will attack you with a few kobold commandos, who are armed with arrows of fire. He's equipped with arrows of biting, so take him out as quickly as possible, both to spare your party dangerous attacks and to get some good equipment after the combat is over.





Map of sector 21. Brage, mad captain of the Nashkel guard, is camped in the SE corner.

► Charleston Nib and a group of NPC diggers are hanging out near the center of the map. Charleston will try to get you to help him excavate treasure for altruistic reasons, while his partner Gallor will try to hire you to kill Charleston and take the treasure. The diggers will attack you once you enter the treasure chamber, which contains a chest with an idol of Kozah. A doomsayer will charge you when you leave the tomb, but he'll quickly head into the tomb unless you have the idol on you. You can net some major experience points by taking out the doomsayer, but to do so you'll want to avoid his melee attacks, which are deadly. Slow him down with a web spell and then attack him with magical missile weapons. Casting a dispel magic spell will remove the doomsayer's blurring effect.

► Brage (75 hp, level seven fighter), in the southeast corner, will ask you a riddle—the answer to which is "death." Take him along





to Nashkel to the Temple of Helm in the middle of that city (you'll be transported there immediately), and get a potion of stone giant strength as well as Brage's cursed two-handed sword.

**NPCs in this sector:** Ba'ruk, Brage, Charleston Nib, and Gallor

**Enemies in this sector:** Ba'ruk, black, brown, and cave bears, wild dogs, flinds, ghouls, gnolls, gnoll chieftains, gnoll elites, gnoll veterans, gnoll slashers, kobold commandos, tasloi, and wolves

**Magic items in this sector:** Arrows of fire, arrows of biting, two-handed sword +3: Cursed Berserking, and potion of stone giant strength

## 22. SECTOR NORTH OF LIGHTHOUSE, WEST OF HIGH HEDGE

**Quest Giver and Location:** Shoal the nereid (northern portion of this sector)

**Goal of Quest:** Retrieve shawl of nereid.

**Solution Location:** The shawl is held by an ogre mage, Droth, to the west.

**Solution Explanation:** The spell-casting ogre-mage Droth loves to turn invisible and can cast powerful spells such as lightning. Attack him with swift missile weapons to minimize his spell-casting, and be prepared to dispel invisibility.

**Reward:** 975 xp for killing Droth, and 750 xp from Shoal. Droth also has a helm of defense. Killing Shoal will net you 5,000 experience points.

**Quest Giver and Location:** Mad Arcand (east of shipwreck)

**Goal of Quest:** Retrieve ring from shipwreck.

**Solution Location:** The ring is in the ship's hold, near the front of the ship.

**Solution Explanation:** While you might be tempted to keep the ring, it's a cursed ring of folly, so returning it is a win-win situation. Beware of some nearby carrion crawlers.

**Reward:** 300 xp and a flask of oil of fiery burning.



Map of sector 22. Be careful not to initiate a conversation with Shoal the Nereid while your main character is the leader of the party.

► Shoal the nereid (51 hp) will approach you in the northern portion of this sector—do NOT let her speak to your main character (or initiate speech on your own while in group mode), or you'll be forced to reload. She'll kiss the character she's speaking to, which will be fatal to that character. After the character that



kisses her dies, she'll attack, but once threatened she'll try to make peace, telling you that her shawl is held by the ogre Droth (61 hp, level five). While killing the nereid will net you a nice 5,000 xp, you're better off talking to her, as she'll raise your dead companion in the process, which will prompt an attack from the ogre Droth, who is wearing a helm of defense

► There's a group of dangerous sirines in the southwest corner of the map. Advance slowly in that area, to try to only encounter one sirine at a time. Take them out with rapid firing missile weapons to prevent them from casting improved invisibility and dire charm, which can devastate your party (or scout ahead with a character under the influence of a potion of clarity, or with summoned monsters/animated undead). The sirines fire arrows of biting.

► The surgeon, who is waiting in the southern portion of this sector, will cast cure light wounds on your party if you let him. He'll also indicate that he's repenting for failing to kill his brother, Davacorn, and give you a potion of magic protection. You'll get to finish the surgeon's job in the Cloakwood mine sector.

► Inside a pirate ship on the west side of the map, there is a magic ring, which is a cursed ring of folly. Return it to the Mad Arcand, who is waiting to the east of the ship.

**NPCs in this sector:** Mad Arcand, Shoal the nereid, and the surgeon

**Enemies in this sector:** Carrion crawlers, ghouls, half-ogres, ogres, ogre berserkers, ogre Droth, ogrillons, Shoal the nereid, sirines, and normal, dread, and dire wolves

**Magic items in this sector:** Arrows of biting, ring of folly, helm of defense





## 23. SECTOR EAST OF THE NASHKEL MINES

**Quest Giver and Location:** Lena (middle of map)

**Goal of Quest:** Take Samuel to the Temple of Wisdom at the Friendly Arm Inn.

**Solution Location:** Friendly Arm Inn sector. The Temple is to the east of the Inn.

**Solution Explanation:** Just return Samuel to the temple as soon as you get the opportunity. Don't take too long (plus he's heavy!).

**Reward:** 500 xp, plus one rep. point, plus a potion of heroism and an elixir of health.



Map of sector 23. You can find a fallen adventurer who is running from the law near the middle of this sector.



► Hafiz, a dwarf NPC located in the northwest corner of the map, will give you a powerful protection from magic scroll if you tell him your name and your history with Gorian. He'll also warn you of the six individuals who serve the enemy who is after you. If you're an evil character and decide to "end his dreams," you can net 650 xp and a color spray scroll, in addition to the protection from magic scroll.

► Lena and Samuel and in the middle of this map. Lena will ask you to take her friend Samuel to the Temple of Wisdom at the Friendly Arm Inn. A Flaming Fist mercenary in the southwest of the map is looking for Samuel, who is apparently a deserter. The mercenary will give you a whopping 50 gold for Samuel.

**NPCs in this sector:** Flaming Fist mercenary, Hafiz, Lena and Samuel

**Enemies in this sector:** Cave bear, war dog, gibberlings, and winter wolf

**Magic items in this sector:** Protection from magic and color spray scrolls

## 24. SECTOR EAST OF THE NASHKEL CARNIVAL

**Quest Giver and Location:** Hentold (southern edge of map)

**Goal of Quest:** Take dagger and return it to revenant.

**Solution Location:** Cave, just east of where Hentold appears (in the same sector).





**Solution Explanation:** Return the dagger to the revenant to easily dispatch it, or take it on in combat (magic weapons required).

**Reward:** 900 xp if you give the dagger back. Dagger +2 if you do not, plus 3,000 xp for killing the revenant.



Map of sector 24. Check out all of the caves in this sector for extra magic items.

➤ At the northern end of this sector is Lamalha (33 hp, level five) and a tough group of spell-casting bounty hunters, Zeela (31 hp, level six), Telka (21 hp, level four), and Maneira (31 hp, level four). Telka, with her flaming arrows, is particularly dangerous. They are equipped with a potion of magic blocking, potion of power, potion of stone form, potion of hill giant strength, oil of fiery burning, leather armor +2: Protector of the Second, studded leather armor +1, darts of wounding, and arrows of fire. All of them are very dangerous. Use a web or stinking cloud spell to





try to take them out of action, or use hold person, command word: die, or charm person spells to take them out as quickly as possible. Use summon monsters or animated undead to create creatures for cannon fodder between your characters and the bounty hunters. In addition to saving your party some pain, you'll also acquire more loot that would have otherwise been used against you.

► In the southwest of this sector there's a panicked NPC, Hentold, who took a dagger (the Dagger of Alatos, a dagger +2) from a cave just east of where he can be found wandering around. He'll ask you to return it for him to the revenant that lives in the cave. Giving it back to the revenant will net you a mess of experience points and a few potions (which you can also get by stomping the revenant, but you'll need magical weapons and offensive spells in order to go that route). The potions are of invisibility and of freedom.

► In the middle of the far western area of this sector there's a cave with a ghoul in it, who has a chrysoberyl gem and some gold, and in the southeast corner of the map there's another cave with a group of ghosts in it, as well as a potion of frost giant strength, magical chainmail +1, a wand of monster summoning, and magic arrows +2.

► Narcillicus Harwilliger Neen (22 hp, level seven mage) is performing experiments on slimes, jellies, and oozes. If you tell him you're not interested, he'll just walk away. Asking him for his spell will result in him attacking you with his mustard jellies. If you accuse him of being mad, the jellies will transform into green slime and attack you. You'll get the most experience points by taking on him and his mustard jellies. He's wearing knave's robes and has scrolls of lightning, burning hands, and web.



► In the northwest area of this sector there's another cave, which is inaccessible, but is the exit to the Nashkel mines.

**NPCs in this sector:** Hentold, Lamalha, Maneira, Narcillicus Harwilliger Neen, and Telka

**Enemies in this sector:** Ankhegs, wild and war dogs ghastrs, ghouls, gibberlings, gnolls, kobolds, ogre berzerkers, ogrillons, revenant, Lamalha, Zeela, Telka, Maneira, mustard jelly/green slime, and Narcillicus Harwilliger Neen

**Magic items in this sector:** Chainmail +1, leather armor +2: Protector of the Second, studded leather armor +1, knave's robes, arrows +2, arrows of fire, darts of wounding, dagger +2, oil of fiery burning, potion of freedom, potion of frost giant strength, potion of hill giant strength, potion of invisibility, potion of magic blocking, wand of monster summoning, potion of power, and potion of stone form

## 25. SECTOR NORTHEAST OF NASHKEL

**Quest Giver and Location:** Hulrik (middle of the map, slightly south)

**Goal of Quest:** Save Hulrik's cow from rampaging xvarts.

**Solution Location:** His cow is just a little south of him.

**Solution Explanation:** You'll have to act quickly to save the cow, which is surrounded by xvarts. Have your party members attack different opponents to rout the xvarts quicker.

**Reward:** 350 xp plus 1 reputation point.



Map of sector 25. Make sure you check out the cave in the northern portion.

► Three bandits are waiting in the middle of this sector, Billy (22 hp, level six), Dribbin (22 hit points, level 6) and Ioin Gallchobhair (22 hp, level six). The bandits are equipped with magic arrows +1. You can avoid a fight by giving them all your gold and begging for your "sacred" life. You wouldn't be that pathetic, would you?

► Arghain (45 hp, level five) and his half-ogre bandit buddies will try to take your money if you head south through the middle of the sector. Arghain uses a magic two-handed sword +1 and is more dangerous than the rest of his crew, so use a hold person or command word: die or other immobilizing spell to take him out of the fight.

► There's a cave in the rock outgrowth to the north, with an ettercap guarding oil of speed and a potion of fire resistance. Remember, ettercaps have a fondness for traps.





► Hulrik is running from a group of xvarts that are attacking him and his cow, Arabelle, and he'll ask you to save him.

► There's a body under a tree near the ogres in the southeast corner of this sector. The body holds a potion of healing and oil of speed.

**NPCs in this sector:** Billy, Dribbin, Hulrik, Ioin Gallchobhair, Sarhedra, and Sprat

**Enemies in this sector:** Arghain, Billy, Dribbin, ettercap, hobgoblin elite, Ioin Gallchobhair, kobolds, ogres, ogre berserkers, ogrillons, normal and dread wolves, and xvarts

**Magic items in this sector:** Arrows +1, two-handed sword +1, oil of speed (x2), potion of fire resistance, and potion of healing

## 26. ULCASTER SECTOR (SOUTHEAST OF BEREGOST TEMPLE)

**Quest Giver and Location:** Ulcaster (northeast corner of sector, in ruins)

**Goal of Quest:** Return book in the ruins to him.

**Solution Location:** Within the Ulcaster school ruins in the same sector.

**Solution Explanation:** There are several traps within the dungeon, including a fireball trap triggered as soon as you touch the bodies in the southern portion of this dungeon.

**Reward:** 1,000 xp for returning the book.



Map of the Ulcaster sector. Talk to Ulcaster the wraith in the ruins to the NE prior to entering the dungeon level.

## Above Ground

► There are kobold commandos on the elevated ridges. Although they can't take much of a beating, the arrows of fire they shoot are deadly. Use potions of fire resistance to minimize their damage. While bows and missile weapons are always useful in Baldur's Gate, they're particularly handy in this sector, where you'll constantly be up against other archers. If you're forced to melee combat in order to take them out, you'll take some serious damage on the way.

► A green hobgoblin near the middle of the screen is wearing boots of stealth.



► Ulcaster, a wraith, haunts the ruins in the northeast corner of the map. If you talk to him a few times you'll learn that he's mourning the loss of books at the school. Return the Book of the History of the Last March of Giants that is in the stack of bodies at the bottom of the school.

► Furret, an NPC in the northwest corner of the map, will try to get you to buy a "gem of truth seeing" for 1,000 gold. It's a con, and if you go for the deal you'll be stuck with a plain ordinary turquoise gem.

► You'll need magic weapons to take out Icharyd (46 hp) at the top of the hill in the northeast corner of this sector

► Resting in the sector will likely bring an attack by zombies.

**NPCs in this sector:** Furret, Icharyd, and Wilco

**Enemies in this sector:** Hobgoblins, hobgoblin elites, kobold commandos, skeletons, and zombies

**Magic items in this sector:** Arrows of fire and boots of stealth

## Ulcaster Dungeon

► On a body on the ground there is a potion of absorption, a dagger +1, and a potion of genius. On the floor there is a potion of strength. In a room with huge spiders there are some potions of healing. Near a group of jellies there is a potion of mirrored eyes and a scroll of protection from undead. On another body are some arrows of fire and arrows of piercing, arrows of ice, arrows of biting, and in a corner near the fireball traps, there are a potion of absorption, a potion of healing, and a wand of fire.





Map of Ulcaster Dungeon. Be wary of traps.

► There are three nasty fireball traps near the south of this dungeon, one triggered to go off as soon as you touch the stack of bodies. The bodies contain potions of healing, a cursed antidote, oil of fiery burning, potion of hill giant strength, acid arrows, and a Book of the History of the Last March of the Giants. Give the book to Ulcaster for a reward.

**NPCs within the dungeon:** None

**Enemies within the dungeon:** Ochre and mustard jelly, huge spiders, and dire, dread, and vampiric wolves

**Magic items within the dungeon:** Dagger +1, acid arrows, arrows of fire, arrows of piercing, arrows of ice, arrows of biting, potions of healing, a cursed antidote, absorption, oil of fiery burning, genius, hill giant strength, wand of fire, and protection from undead scroll



## 27. GULLYKIN SECTOR (EAST OF ULCASTER SECTOR, SOUTHEAST/E OF BEREHOST)

**Quest Giver and Location:** Gandalar Luckyfoot (southwest side of halfling village)

**Goal of Quest:** Clear the kobolds out of the Firewine Ruins.

**Solution Location:** Firewine is directly south of Gullykin.

**Solution Explanation:** You can enter the ruins in the Firewine sector, or through the entrance in Jenkal's house or the lower



There's a halfling village to the NW. Don't bother looking for Durlag Tower here; you'll find it in the expansion pack.





floor of the winery. Kill the undead knight in the labyrinth and take his armor back to the ghost knights in the southeast corner of the map.

**Reward:** 1,500 xp for returning the ancient armor, 250 gold from Gandalar Luckyfoot; various magic items in the labyrinth.

## Above Ground

► In one of the southern buildings in the halfling village, there is a sling +1.

► Gandalar Luckyfoot will ask you to clear out the kobolds in the Firewine Ruins, and will tell you that there is a secret door in the winery.

► Jenkal (21 hp, level four) is in the building to the far west of the village, and he's been helping the kobolds. There's a secret door in that room in the northwest corner. There's also a protection scroll in the basement (cursed scroll of ugliness), which leads to a passageway guarded by an ogre mage. The winery/temple (those halflings have the right attitude) also has a secret door, in the north side of the basement wall.

► In the southern portion of this sector waits Drakar (39 hp, level five), Halakan (26 hp, level four), Morvin (56 hp, level five) and Molkar (56 hp, level six), another set of bounty hunters. They are equipped with long sword +1, potion of heroism, chainmail, morning star +1, scrolls of sleep and color spray

**NPCs in this sector:** Avanhendar, Drakar, Gandalar Luckyfoot, Halakan, Jenkal, Molkar, Morvin

**Enemies in this sector:** Drakar, ghosts, kobolds, kobold commanders, Molkar, skeletons, normal and dire wolves, Morvin





**Magic items in this sector:** Sling +1, long sword +1, potion of heroism, chainmail +2, morning star +1, and scrolls of sleep and color spray. The kobold commandos also have arrows of fire

## Gullykin/Firewine Dungeon



Map of the Gullykin/Firewine Dungeon.

► If you go down the secret door in Jenkal's tunnels, you'll end up fighting the resident ogre mage right away. Alternatively, you can enter the tunnels through the entrance in the winery, but be careful of the lightning trap directly north of the entrance, and a magic missile trap in the corridor to the right of the entrance,

or you can go in through the ruins in Firewine, in which case you'll appear in the southeast corner of the dungeon.

► Lendarn, a mage, is equipped with a potion of stone form, potion of power, mage robe of electrical resistance and scrolls of cloudkill, fireball, ghoul's touch, and lightning bolt.

► The kobold commandos will constantly regenerate in this area unless you park a character at the respawn point while others explore. Try not to retrace your steps or you'll just end up refighting the same battles. There's a big group of kobold commandos in the southeast corner of the dungeon, and a dangerous lightning trap in the corridors south of that room.

► There's an undead warrior near the middle of the maze who will ask you to slay him to take the ancient armor he is wearing. Do as he asks, and return the armor to the group of ghost knights in the southwest corner of the map.

**NPCs in this dungeon:** Ghost knights

**Enemies in Gullykin/Firewine tunnels:** Kobolds, kobold commandos, Lendarn, ogre mage, ogrillons, undead/skeleton warrior

**Magic Items in this dungeon:** Potion of stone form, potion of power, mage robe of electrical resistance and scrolls of cloudkill, fireball, ghoul's touch, and lightning bolt



## 28. FIREWINE BRIDGE SECTOR




(SOUTH OF GULLYKIN,  
NORTH/NORTHEAST OF  
NASHKEL)



Map of sector 28, the Firewine Bridge sector. Beware of packs of Kobold Commandos in this area.

► An NPC in the northwest corner of the map, Bentan, will try to get you to cast off your worldly possessions to server the god of suffering, Ilmater. He's carrying a protection scroll if you feel like liberating him of his worldly possessions.





► Carsa, in the northern portion of this sector, is struggling with a jar that has made her companions mad. Kahrk, an ogre mage (103 hp), is the cause of her troubles. If you pressure Carsa to give you the jar, she'll say the name and Kahrk will appear, killing Carsa instantly. Cast dispel magic if you can, to remove Kahrk's shielding, then attack him with offensive spells and missile and melee weapons. Remember that Kahrk isn't vulnerable to charm or hold person spells, since he's larger than humanoids. Carsa is wearing knave's robes and has a protection from fire scroll, and Kahrk is carrying several gems.

► Melium, a "master" swordsman waiting in the northeast corner of the sector, will be open to challenge. Killing him in combat will net you 1,200 xp, magic gauntlets (weapon expertise), and a long sword +1. Your companions can join in the battle, and a hold person spell will end the battle before it begins.

► For information on the Firewine/Gullykin dungeon, see that sub-heading under sector 27 Gullykin.

**NPCs in this sector:** Bentan, Carsa, Kahrk, Melium, and Poe

**Enemies in this sector:** War dogs, kobolds, kobold commandos, skeletons, and zombies

**Magic items in this sector:** Carsa is wearing knave's robes and has a protection from fire scroll. Melium is wearing gauntlets of weapon expertise and has a long sword +1. All of the kobold commandos in this area have arrows of fire.

## 29. SECTOR EAST OF BEREGOST TEMPLE (TWO EAST OF BEREGOST)

**Quest Giver and Location:** Tamah (stone figure in the middle of the map)

**Goal of Quest:** Turn Tamah back to flesh

**Solution Location:** Buy a stone to flesh scroll from the Beregost temple (or any other convenient temple)

**Solution Explanation:** Cast the stone to flesh scroll on Tamah and she'll be free

**Reward:** 300 xp plus 1 reputation point if you don't ask for a reward, minus 1 reputation point if you insist on a reward (and a sunken house)

► There is a group of black bears in the western portion of this sector, ideal for a charm animal spell or ability, giving you some instant front line troops.

► Korax the ghoul, waiting in the western portion of this sector, will volunteer to be your friend. If you accept, Korax will act as if he is dire charmed, protecting you. Shar-Teel who is also waiting in the western portion of this sector but a little further north, will (in her best Red Sonja accent) challenge you to a duel, and will initiate a fight with your highest level fighter. If you win, she'll join your party at your request, but recognize that she's a nasty chaotic evil character.

► There are lesser basilisks near the middle of the map, and greater basilisks further east. Use Korax to lead the way, as he's






Map of sector 29, where you can get tons of experience points from the Greater Basilisks that lurk here.

immune to the basilisks' petrifying gaze, or summon some monsters, animate dead or put a charmed black bear in the front of your party—do something to put some buffer creatures between you and the basilisks, since their petrification permanently kills party members. Use a protection from petrification or potion of mirrored eyes just to be safe.

► Mutamin (19 hp, level six) has been creating a "garden of stone" near the top, middle portion of this sector, with the assistance of some basilisks, including a greater basilisk. Mutamin is wearing a magic adventurer's robe and has a scroll of stinking cloud and one of horror.

► Kirian (32 hp, level five), Peter (37 hp, level five), Lindin (47 hp, level six), Baerin (40 hp, level six), who hang out near the





middle of the map, will arrogantly try to bait you into a fight. You can avoid the fight by not directly challenging them, but you'll miss out on a number of magic items. There are a couple of spell-casters in the group, so casting a web or stinking cloud spell and picking off the immobilized enemies with arrows or missile weapons is a good strategy that will prevent your opponents from getting spells off. The enemy party has potions of invisibility, absorption, explosions and oil of fiery burning, a morning star +1, golden girdle, bracers of defense AC7, arrows +1, long sword +1 (x2), and scrolls of charm person, infravision, and protection from evil

**NPCs in this sector:** Kirian, Korax, Lindin, Peter, Shar-Teel, and Tamah

**Enemies in this sector:** Lesser and greater basilisk, black bears, gnolls normal, gnolls elite, gnolls slasher, Korax, and Mutamin, and potentially Kirian, Korax, Lindin, and Peter

**Magic items in this sector:** Adventurer's robe, golden girdle, bracers of defense AC7, arrows +1, long sword +1 (x2), morning star +1, scrolls of charm person, infravision, protection from evil, stinking cloud, and horror, and potions of invisibility, absorption, explosions, and oil of fiery burning

## 30. LARSWOOD (SOUTHEAST OF THE FRIENDLY ARM INN)

► Osmadi (45 hp, level seven) will attack you in the northeast corner of the sector. There's no way to avoid a fight with him, but don't attack his companion, Corsone (45 hp, level seven), and



Map of the Larswood sector. You're in for an attack from Corsone in the NE corner, and Teven will take you to the Bandit camp from this sector.

you'll learn a little more about one of the bandit groups, the Chill. Corsone will actually come to your aid against his fellow druid, but if you keep challenging his motives, and ultimately challenge him as desiring the death of Osmadi, he'll break down and confess that he is a shadow druid who poisoned Osmadi to claim the land. Neither of the druids is carrying much material wealth, but you'll get an extra 1,000 xp for putting down Corsone.

► The black talon elites in this sector are deadly. Since they group together, use area of effect spells such as fireball, stinking cloud, and web. Walk around this sector with a number of summoned or charmed creatures in front of your party so that your party members aren't the initial targets of the black talon elites. Use a hidden thief or ranger to scout out the black talon elite



locations, and try not to save and reload the game while on this map (since doing so will respawn all enemies).

► Teven (51 hp, level six), waiting near the middle of the map, will take you to see Tazok if you indicate that you want to join his group and indicate that the bandits are doing well at their job. (If you want to infiltrate the bandit camp, don't let slip that you know Tazok.)

► One of the gibberlings in the southwest corner is carrying a potion of fire giant strength

**NPCs in this sector:** Corsone, Osmadi, and Teven

**Enemies in this sector:** Bandits, black, brown and cave bears, black talon elites, Corsone, gibberlings, Osmadi, and normal, dire, and dread wolves

**Magic items in this sector:** Potion of fire giant strength (on gibberlings), black talon elites use arrows +1 and arrows of ice

## 31. SECTOR EAST OF LARSWOOD (WEST, WEST, NORTH OF BEREHOST)

**Quest Giver and Location:** Fahrington (northwest corner)

**Goal of Quest:** Find and return scroll of wisdom

**Solution Location:** Just east of Fahrington, an ettercap is carrying the scroll



**Solution Explanation:** There are several spiders near the ettercap—advance slowly to avoid getting too many on the screen at once and use missile weapons against them

**Reward:** 300 xp for obtaining the scroll, which is a cursed scroll of foolishness



Map of sector 31, an area full of dangerous spiders and ettercaps.  
Be careful of web spell traps.

► A group of four red-robed wizards are waiting in the middle of this sector, and will attack you when you approach. All of them are wearing magic robes (electrical resistance, fire resistance, cold resistance) and Denak (25 hp, level six) is wearing a ring of energy, while they also carry scrolls of burning hands, armor, protection from petrification, blindness, Agannazar's scorcher, and grease.



► There's a web trap near the middle of this sector, east of the red wizard platform; as soon as you trigger the trap you'll be attacked by a group of spiders (huge, giant, sword, phase, and wraith).

► Fahrington, who is waiting in the northeast corner of this sector, will report to you that he's lost his scroll of wisdom, and ask you to find it for him. An ettercap east of Fahrington has his scroll, which is actually a cursed scroll of foolishness.

**NPCs in this sector:** Bendan, Denak, Diana (14 hp, level five), Fahrington, and Lasla

**Enemies in this sector:** Ettercaps, giant, huge, phase, sword, and wraith spiders, and Tasloi

**Magic items in this sector:** Magic robes (electrical resistance, fire resistance, cold resistance), ring of energy, scrolls of burning hands, armor, protection from petrification, blindness, Agannazar's scorcher, and grease, and cursed scroll of foolishness

## 32. PELDVALE SECTOR (EAST OF FRIENDLY ARM INN)

► In the northeast corner of the map, Raiken (40 hp, level five) will confront you. If you want to infiltrate the bandit camp, don't let slip that you know Tazok, and tell him that you can sense the way that wind is blowing or that you want the bloodthirsty job. You'll be rewarded with 400 xp and be taken to the bandit camp to meet Tazok. Raiken is equipped with a war hammer +1.





Map of the Peldvale sector. Black Talon Elites roam this area, and you can gain entrance to the bandit camp by talking to Raiken, who is in the NE corner.

- ▶ The black talon elites in the area are armed with arrows of ice and arrows +1 (see the discussion under the Larswood sector (30) for strategies on fighting these dangerous enemies).
- ▶ Viconia, a female drow, will approach you in the northwest corner of this sector, fleeing from a Flaming Fist mercenary. If you defend Viconia against the xenophobic Flaming Fist mercenary, Viconia will be willing to join your party.
- ▶ A hunter will give you some not particularly good advice, recommending that you seek out Firewine Ruins for treasure.

**NPCs in this sector:** Hunter, Raiken, and Viconia

**Enemies in this sector:** Bandits, black and brown bears, black talon elites, wild dog, gibberlings, hobgoblin elites, and huge and wraith spiders





**Magic items in this sector:** Arrows +1, arrows of ice, war hammer +1

## 33. FARM SECTOR NORTH OF FRIENDLY ARM INN

**Quest Giver and Location:** Jebadoh, Sonner, Telman (south-west corner)

**Goal of Quest:** Strong-arm the Bitch Queen into not disrupting fishing.

**Solution Location:** She's directly north of this sector in the northeast corner of that map.

**Solution Explanation:** It'll quickly become apparent that you've been duped, and she'll ask you to confront the fishermen. You will have to engage her in combat to proceed with the quest, but she'll break off the combat once you get some licks in.

**Reward:** If you decide to continue the attack, you'll get 1,000 xp plus a flail +1 (and can pressure the fishermen for 50 gold as well). Returning the bowl to Tenya by confronting the fishermen will earn you 2,500 xp and her help later on.

**Quest Giver and Location:** Farmer Brun (middle of the sector)

**Goal of Quest:** Find Brun's son, Nathan.

**Solution Location:** Just west of the Brun farm is a large hole in the ground leading to an ankheg nest.






**Solution Explanation:** Brun's son is dead, and his body is in the northeast corner of the ankheg nest west of the Brun farm.

**Reward:** 500 xp for returning the body. If you give 100 gold to Brun you'll also get 1,000 more xp plus 1 reputation point.



Map of the farm sector north of the Friendly Arm Inn,  
an area infested by Ankhegs.

- ▶ Ajantis, who waits on the road to the southwest in this sector, is a paladin who is willing to join your party if you have a decent reputation.
- ▶ A trio of NPCs, Sonner, Jebadoh, and Telman will inform you that they are being harassed by the Bitch Queen Umberlee and will promise you a magic weapon for getting her to leave them alone. Sonner carries your reward, a flail +1.
- ▶ The entire sector is infested with ankhegs, and they've grown a nest in the middle of the sector, as evidenced by a deep whole



in the field. Within the hole you'll find the body of Farmer Brun's son. Ankhegs, with their acid attacks, can be deadly. Use summoned creatures or animated dead as buffers to serve as targets for the acid attacks, and when facing solitary ankhegs, move one or more of your strongest fighters into melee combat with the ankheg, to minimize its ability to spit acid. Farmer Brun's son's body is in the northeast corner of the ankheg lair. Unfortunately, you won't be able to resurrect the boy, and just have to return the body in its current state. Talk to Farmer Brun after you've returned the body and you'll get the opportunity to ease his suffering. Also in the lair are darts of wounding, darts of stunning, potions of magic protection, cloud giant strength, cursed antidote, a wand of fire, and scrolls of dire charm and ghost armor, dagger +1, and chainmail +1.

► Gerde, who is just west of the road in the northern portion of this sector, will give you a few coins for culling ten ankhegs.

► You can take the ankheg heads to the smithy in Beregost for gold, and you can also get the smithy to craft you one set of ankheg armor, which is even better than full platemail armor.

**NPCs in this sector:** Ajantis, Farmer Brun, Gerde, Jebadoh, Sonner, and Telman

**Enemies in this sector:** Ankhegs

**Magic items in this sector:** Darts of wounding, darts of stunning, potions of magic protection, cloud giant strength, cursed antidote, wand of fire, scrolls of dire charm and ghost armor, dagger +1, chainmail +1, and flail +1



## 34. BANDIT CAMP (NORTHEAST OF THE FRIENDLY ARM INN)



Map of the Bandit Camp sector. The main tent which you'll have to enter to complete chapter three is the big one to the east.

► If you arrive at the camp through meeting Teven in Larswood, or Raiken in Peldvale, you'll immediately be confronted by Tazok (98 hp, level nine) and most conversation options lead to a fight with Tazok, but as long as you hold your own for a while, he'll break off his attack before you have to fight to the death. Killing him, which you can do either before or after he breaks off his attack, will net you a nice 4,000 xp and a potion of strength and oil of speed, as well as magic






gauntlets (weapon expertise), but try to time your attack so that you only kill him when he is hostile, as indicated by a red base. If you kill him before he's hostile you'll only get 400 xp. If you want to avoid an assault altogether, tell Tazok that you're strong and know an opportunity when you see it, and that Tazok should recognize that it's better to have too many allies than too few. Even if you kill Tazok you'll meet him again later in the game.

► You can also find the location of the bandit camp by pressuring Tranzig in the Feldepost Inn at the beginning of chapter three. If you just wander into the camp you'll face a lot of opposition, but Tazok won't be in the camp. Advance slowly and minimize the number of opponents that you can get onscreen at once. Use missile weapons and spells capable of immobilizing your opponents, like web, stinking cloud, hold person, and sleep. Fireball and skull trap work well too.

► In a sack near in the northwest corner of the sector, in the hobgoblin portion of the camp, there's a potion of fortitude (and another one in Knott's tent to the east). Tersus is in a tent nearby (with a cursed oil of speed), and he can tell you more about the bandit groups, while Ardenor Crush (48 hp, level seven) is outside that tent. There's also oil of fiery burning outside one of the tents, and in the chests and other containers near Tazok's tent there's a medium shield +1, a wand of fear, potion of firebreath, short sword +1, acid arrows, and arrows of biting.

► The gnolls in the camp are isolated in a cave near the middle of the camp.

► Taugosz Khosann (56 hp, level eight fighter), leader of the black talons has a potion of fortitude, medium shield +1, war hammer +1, potion of firebreath, full platemail.



► Even if you otherwise avoid attacks, you'll eventually have to enter Tazok's tent to end the chapter, where you'll be forced to fight Britik (38 hp, level four fighter), Hakt (30 hp, level five fighter/thief), Raemon (35 hp, level five fighter) and Venkt (31 hp, level six fighter/mage). Venkt is a dangerous spell-caster, while Hakt fires arrows of biting. Collectively, they are equipped with a mage robe of fire resistance, potions of healing, magic blocking, scrolls of friends, color spray, blindness, protection from undead, stinking cloud, Agannazar's scorcher, horror, and a long bow of marksmanship.

**NPCs in this sector:** Ardenor Crush, Britik, Credus, Garclax, Hakt, Knott, Raemon, Taugosz Khosann, Tazok, Tersus, and Venkt

**Enemies in this sector:** Tazok, bandits, Chill hobgoblins, war dogs, flinds, gnolls, gnoll elites, gnoll slashers, gnoll veterans, hobgoblins, hobgoblin elites, Britik, Hakt, Raemon, and Venkt

**Magic items in this sector:** Gauntlets of weapon expertise, mage robe of fire resistance, medium shield +1, short sword +1, a long bow of marksmanship, war hammer +1, wand of fear, arrows of biting, acid arrows, scrolls of friends, color spray, blindness, protection from undead, stinking cloud, Agannazar's scorcher, horror, web, and fireball, and potions of healing, potion of magic blocking, potions of firebreath, potions of fortitude, potion of strength, oil of fiery burning, oil of speed, and cursed oil of speed

## 35. BRIDGE ENTRANCE TO BALDUR'S GATE

**Quest Giver and Location:** Scar (west side of bridge—chapter five)





**Goal of Quest:** Investigate Seven Suns Trading Coster and meet Scar at the Flaming Fist barracks.

**Solution Location:** The Seven Suns is in the southwest sector of the city of Baldur's Gate.

**Solution Explanation:** As soon as you enter the Seven Suns building, you'll be greeted by a merchant, who will promptly inform you that there are shapeshifters active in the building. Return to Scar, whom you can find in the Flaming Fist headquarters in the same sector, to collect your reward and receive a related quest.

**Reward:** 5,000 xp and 2,000 gold.

► At the top northeast portion of this sector is Tenya, the "witch" that the fishermen in the sector south are complaining



Map of the Baldur's Gate Bridge sector. You won't be able to get through this sector until after chapter four.

about. She'll inform you that the fishermen killed her mother, and are to blame for all the trouble. If you decide to take her out in any event, you'll notice that she's equipped with bracers AC7.

► Just north of Tenya is an ankheg that has swallowed Nester's dagger. Kill it quickly and retrieve the dagger.

► You won't be able to get past the drawbridge until the bandit menace has been halted at the end of chapter four.

► In chapter five you'll be greeted by Scar, second in command of the Flaming Fist, who will ask you if you were responsible for the Nashkel mines "fiasco." If you accept responsibility, you'll be offered a quest to check out the Seven Seas Trading Headquarters.

► Quayle, a gnome waiting on the west side of the bridge, will join your party if asked.

**NPCs in this sector:** Flaming Fist mercenary, Quayle, Scar, and Tenya

**Enemies in this sector:** Ankheg and wild and war dogs

**Magic items in this sector:** Bracers AC7

## 36. FIRST CLOAKWOOD SECTOR (WEST OF FRIENDLY ARM INN)

**Quest Giver and Location:** Aldeth Sashenstar (middle of sector)

**Goal of Quest:** Either defend Aldeth from druids, or take out Aldeth for the druids.



**Solution Location:** Four druids will appear as soon as you agree to help Aldeth.

**Solution Explanation:** There's no way to avoid a scrap. If you choose to side with Aldeth, you'll have to take out Seniyad and his three druid compatriots. Aldeth, who is a fighter, is easier to take out because you don't have to worry about spells.

**Reward:** 2,000 xp for winning and a potion of heroism. An extra 4,000 xp for taking out Seniyad if you opt to fight the druids, and a ring of animal charming. Bastard sword +1/+3 vs. shapeshifters if you kill Aldeth.

**Quest Giver and Location:** Coran (on the bridge in the west of this sector)

**Goal of Quest:** Kill a wyvern stalking the region and return its head to the mayor of Beregost.

**Solution Location:** In the third Cloakwood sector (farthest west), you'll be attacked by wyverns.

**Solution Explanation:** Wyverns are tough customers, with a deadly poisonous attack. Use your best spells, such as Agannazar's scorcher, and missile weapons to take them out.

**Reward:** 2,000 gold for returning a wyvern's head to the temple in Beregost.

► Aldeth Sashenstar (37 hp, level five fighter), who is hanging out in the middle of this sector, will try to recruit you to fight some "savages," who are actually druids. Agree to help, but when the druids arrive you'll get the opportunity to switch sides. You'll get more experience points for taking out the druids, and the gratitude of the Merchant League in Baldur's Gate, but you'll get a nifty bastard sword +1/+3 vs. shapeshifters if you join the druids. For killing (or pickpocketing) the main druid, Seniyad (61 hp, level nine), you'll also get a ring of animal friendship. Either way you'll also get a potion of heroism.





Map of sector 36, the first Cloakwood sector.  
You can pick up Coran here on the bridge.

- ▶ In the southeast corner of the map, a band of tasloi have a cloak of nondetection, which belongs to Gurke at Nashkel's Jovial Juggler Inn.
- ▶ Your main opponents in this sector are huge spiders. Take them out using missile weapons to prevent them from poisoning your characters. An entangle spell will freeze them in place.
- ▶ Coran, who waits on the bridge in the western portion of this sector, will make you an offer to join with him to hunt a wyvern for the mayor of Beregost. He's an incredible archer.

**NPCs in this sector:** Aldeth Sashenstar, Coran, and Seniyad

**Enemies in this sector:** Black bear, huge spiders, tasloi, normal and dread wolves, and xvarts



**Magic items in this sector:** Bastard sword +1/+3 vs. shapeshifters, potion of heroism, ring of animal friendship, and cloak of nondetection

## 37. SECOND CLOAKWOOD SECTOR (WEST OF THE FIRST CLOAKWOOD SECTOR)

**Quest Giver and Location:** Tiber (immediately upon entering this sector)

**Goal of Quest:** Rescue his brother, Chelak, who entered the forest to kill the spiders residing there.

**Solution Location:** Chelak was caught by Centeol and is in the spiders' cave in the west side of the map.

**Solution Explanation:** You'll have to clean out the one-room lair to get the Chelak's body. Use fireball, stinking cloud, and Explosive potions or even an entangle spell. Centeol is vulnerable to spells that typically affect humanoids, like hold person.

**Reward:** 800 xp and a two-handed sword +2: Spider's Bane.

► Almost immediately after entering this sector, you'll meet Tiber, who will give you a quest to rescue his brother, Chelak, who entered the forest with the sword Spider's Bane to wipe out the nest there.

► There are web traps set by ettercaps all over this sector. Ensure you are actively looking for traps with any thief characters





Map of the second Cloakwood forest sector, which is where you can find a leader of the spiders infesting the Sword Coast.

in your party. Often there are spiders or ettercaps waiting near traps to pounce on unwary adventurers. Sending a character up front (especially one equipped with a potion of freedom) works well too—if that character triggers a trap, the other party members can provide covering missile fire.

► Just to the northwest of the middle of this sector, near a sword spider, is a cave entrance, and inside the cave is Centeol (36 hp, level eleven), who has managed to kill Tiber's brother. A couple nice fireball spells when you first enter the room will help to clear out the spiders. Stinking cloud and entangle spells work well too. Centeol is vulnerable to spells that normally affect humanoids, such as command word: die or hold person, and you have to take him out quickly to prevent him from summoning more spiders. In the lair is the body of Chelak, a ring of folly, and





a two-handed sword +2: Spider's Bane. There's no way to restore Chelak, so just take him to his brother to claim your reward.

**NPCs in this sector:** Centeol and Tiber

**Enemies in this sector:** Ettercaps and huge, giant, phase, and sword spiders

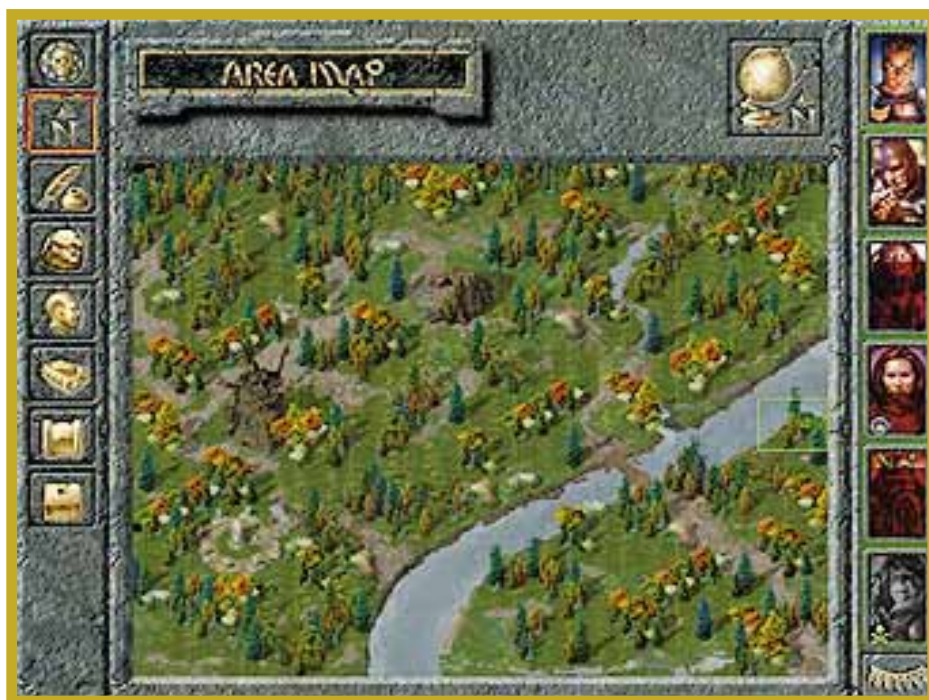
**Magic items in this sector:** Ring of folly, two-handed sword +2: Spider's Bane

## 38. THIRD CLOAKWOOD FOREST SECTOR (FAR WEST)

► Eldoth will offer to join you if you agree to help him with his scheme to rescue Entar Silvershield's daughter, Skie, whom, he'll correctly inform you, is in on the scheme.

► Laskal, a druid, will approach you after you cross the bridge in the middle of this sector. He'll ask if you're a representative of the Iron Throne. If you tell him you aren't (you won't get a reward for being sneaky), he'll give you a potion of invulnerability and warn you of the Iron Throne's fort to the east. Killing Laskal will net you 1,000 xp and the potion, but you'll lose reputation points.

► Takiyah will approach you in the southwest corner of the map, and ask you what you're doing in the woods. If you tell him that you're hunting bandits, he'll inform you that Faldorn, who waits in the circle of stones nearby, is willing to join you. If you



**Map of the third Cloakwood sector. Eldoth and Faldorn will join you in this sector.**

answer otherwise, he'll eventually attack you, and he's not carrying anything of value and is only worth 120 xp. The same goes for Amarande, who is in the treehouse nearby, and Izefia, who is wandering in the woods to the north.

► In the druid house just north of the circle of stones, you can take ten bullets +1, a potion of healing, potion of freedom, potion of fortitude, and antidote. Amarande is waiting on the second floor of the house, and he'll attack you unless Faldorn is with you or you tell him that you are hunting bandits. There's another potion of fortitude in the tree cave to the far west of this sector.

► Peter of the North is in a tree cave just north of the middle of the map, training a few baby wyverns. Peter is equipped with arrows +1 and arrows of ice.





**NPCs in this sector:** Amarande, Eldoth, Faldorn, Izefia, Laskal, Peter of the North, and Takiyah

**Enemies in this sector:** Black, brown, and cave bears, tasloi, normal, dread, and vampiric wolves, and baby wyverns

**Magic items in this sector:** Potion of invulnerability, potion of freedom, antidote, potion of healing, potion of fortitude (x2), arrows +1, arrows of ice, and bullets +1

## 39. FOURTH CLOAKWOOD SECTOR



Map of the fourth Cloakwood sector, where you can finally find the Wyvern nest.





► Look out for Hamadryad in this sector, who is capable of casting dimension door and dire charm, so be sure to have your own charm person or dispel magic spells handy.

► There's a wyvern cave in the eastern portion of this sector, over a bridge. You can get a couple of wyvern heads from the adult wyverns in the cave. You can sell one to the mayor of Beregost, who also runs the temple east of the city, for 2,000 gold (and you can sell any others to certain shops such as High Hedge for 500 gold each). There's also a number of baby wyverns on the isolated, northwest portion of this sector.

**NPCs in this sector:** None

**Enemies in this sector:** Black and cave bears, Hamadryad, phase spider, tasloi, baby and adult wyverns

**Magic items in this sector:** None

## 40. CLOAKWOOD MINES (EAST OF THE FOURTH CLOAKWOOD SECTOR)

**Quest Giver and Location:** Miner, northeast corridor of the first floor of the Cloakwood mine

**Goal of Quest:** Free the slaves and flood the mine.

**Solution Location:** Ultimately, you need to get the key from Davaeorn on the fourth floor of the mine.

**Solution Explanation:** Speak to Rill, who is trapped in the jail on the second level of the mine to free the slaves by giving him 100 gold, then battle to the fourth level, where you'll immediately



face Davaeorn. Disarm the traps heading west (there are four sets), then dispel Daveorn's protection from missiles spell. Be prepared to dispel his dire charm spells. You may want to use one character protected from magic to lead the charge, while your other members hit Davaeorn with missile weapons and spells.

**Reward:** 2,000 xp, 2 reputation points and numerous magic items (plus complete chapter four).



Map of sector 40. In order to enter the mines you'll have to take out a well-equipped mercenary party.

## Above Ground

► Lakadaar is waiting in the northwest corner of this sector. If you tell him you're looking for wyverns, he'll leave immediately, sparing you a fight. If you act otherwise, he'll attack with several guards, none of whom is carrying anything useful.



► Inside the bandit compound, Drasus (63 hp, level eight) and his band of bounty hunters—Genthore (69 hp, level seven), Kysus (24 hp, level nine), and Rezdán (18 hp, level 7)—will confront you. Razdan and Kysus are mages. They are collectively equipped with potions of frost giant strength, boots of speed, morning star +1, platemail +1: Fallorain's Plate, mage robe (traveler's robe), and mage robe of cold resistance. Make sure you check out the storage shed and the larger building nearby. Inside a locked chest on the first floor is a potion of magic shielding.

**NPCs in this sector:** Drasus, Genthore, Kysus, Lakadaar, and Rezdán

**Enemies in this sector:** Black talon elite, Drasus, Genthore, guards, Kysus, Rezdán, tasloi, wolves (normal)

**Magic items in this sector:** Potions of frost giant strength, magic shielding, boots of speed, morning star +1, platemail +1: Fallorain's Plate, traveler's robe, and mage robe of cold resistance

## Cloakwood Mines

► In the northeast corner of the first level of the mine is a miner (dressed in red clothes) capable of flooding the mine and ending the bandit threat provided that you bring him the key to enable him to do so. The stairs down to the second level are in the southern part of the first level.

► There's a secret door at the end of the corridor going southeast from the entrance, leading to a corridor stalked by ghosts, and there's another secret door at the end of that corridor and one leading off the side passageway. There's a big room full of guards led by Harieshan, a mage, off the side passageway—throw a few fireballs into the room or a stinking cloud or web and use





First level of the Cloakwood mines. The plug which allows you to flood the mines is to the east.

missile weapons to pick off any enemies that advance towards you. The main route through to that room is full of traps. Harieshan is wearing an adventurer's robe and has a potion of explosions, scrolls of haste, and ghoul's touch, and various guards are armed with arrows +1, arrows of biting, and arrows of ice.

► Rill, a prisoner on the second floor, will ask you for 100 gold to bribe a guard to free the slaves prior to flooding the mine. Yeslick, a dwarf prisoner, will join your party.

► You can avoid a conflict with a guard on the third level by informing him you're on a mission from Baldur's Gate. Nearby, there's a temple with potions of health, invulnerability, frost giant strength, and an elixir of health. In the barracks on that level there are acid arrows and arrows of biting, a spear +1,



**Second level of the Cloakwood mines. Use the secret doors to travel around to avoid traps.**

potion of mirrored eyes, potion of fire giant strength, potion of magic protection, and a scroll of dispel magic. There's also some magic studded leather +1 and a small shield +1 in the armory. Natasha is wearing traveler's robe and has scrolls of mirror image, ghoul's touch, slow, and hold person.

▶ As soon as you get down to the fourth level, Davaeorn will be waiting. Davaeorn (45 hp, level eleven) is a powerful mage and there are several traps leading up to his lair, which is straight ahead after you come down the stairs to the fourth level. Disarm them or you'll end up having to fight battle horrors, who are extremely powerful melee opponents.

▶ Davaeorn particularly likes to cast dire charm, so make sure your lead characters take potions of magic blocking or protection





Third level of the Cloakwood mines.

and that you have some dispel magic spells handy. Killing Davaeorn will net you 6,000 xp, bracers of defense AC6: Bracers to the Death, traveler's robe, robe of the evil archmagi, scrolls of grease, shield, protection (fire, undead, evil, and petrification), cursed scroll of stupidity, horror, infravision, Larloch's minor drain, blur, Melf's acid arrow, knock, detect invisibility, potions of firebreath, healing potion, potion of stone giant strength, potion of master thievery, explosions, and a wand of fear. There's a mustard jelly guarding some of Davaeorn's treasure.

► Once you get the key and speak to Rill, go back to the miner on the first floor near the plug, and he'll flood the mine, netting you 2,000 xp and two reputation points.





Fourth and final level of the Cloakwood mines.  
Davaeorn is waiting for you here, as are several traps

**NPCs in the mine:** Andarsson, Canticle, Faber, Phaersis, and Tipian (level one); Harieshan, Rill, and Yeslick (level two); Natasha (level three); Davaeorn and Stephan Re (level four)

**Enemies in the mine:** Battle horrors, Davaeorn, ghosts, guards, Harieshan, hobgoblins, hobgoblin elites, mustard jelly, and ogre mage

**Magic items in the mine:** Studded leather +1, small shield +1, adventurer's robe, traveler's robe, robe of the evil arch-magi, bracers of defense AC6: Bracers to the Death, arrows +1, arrows of ice, arrows of biting, acid arrows, spear +1, potions of explosions, firebreath, fire giant strength, health, invulnerability, magic protection, master thievery, mirrored eyes, stone giant strength, and elixir of health, and scrolls of blur, detect invisibility, ghoul's touch, grease, haste, hold person, knock, Larloch's minor drain, Melf's acid arrow, mirror



image, shield, slow, and protection (fire, undead, evil, and petrification), cursed scroll of stupidity, and wands of fear and frost.

## 41. FARMLAND SECTOR NORTH OF THE BALDUR'S GATE BRIDGE



Map of sector 41. Romero fans rejoice, here come the living dead!



► Wenric is in the northwest corner of this sector, and he'll want you to kill the zombies stalking his farmland. For killing them all, you'll earn 150 gold and 800 xp. Inside Wenric's farmhouse is a cloak of protection +1.

**NPCs in this sector:** Wenric

**Enemies in this sector:** Zombies

**Magic items in this sector:** Cloak of protection +1

## 42. EAST, MIDDLE SECTOR OF BALDUR'S GATE (ENTRANCE)

**Quest Giver and Location:** Arkion (in a locked house in the southeast corner of the sector)

**Goal of Quest:** Retrieve a body for him from the sewers

**Solution Location:** The sewers under the eastern half of Baldur's Gate, in the main western corridor.

**Solution Explanation:** There are bodies trapped in the walls of the west corridor of the sewers underneath the eastern portion of Baldur's Gate. Grab one and bring it to Arkion. The bodies are pretty heavy, so get one of your stronger characters, like Minsc if he's in your party, to lug the body along.

**Reward:** 1,800 xp and 250 gold.

**Quest Giver and Location:** Brevlik (Elfsong Tavern)

**Goal of Quest:** Retrieve telescope on display in the Hall of Wonders.





Map of sector 42. The best source of magical items in the game is Sorcerous Sundries.

**Solution Location:** The Hall of Wonders is the biggest building in the west, middle sector of Baldur's Gate.

**Solution Explanation:** Break into the Hall of Wonders in the evening, prior to the third hour, and open the cylindrical case holding the telescope. As soon as you've liberated the telescope, get out of the Hall of Wonders.

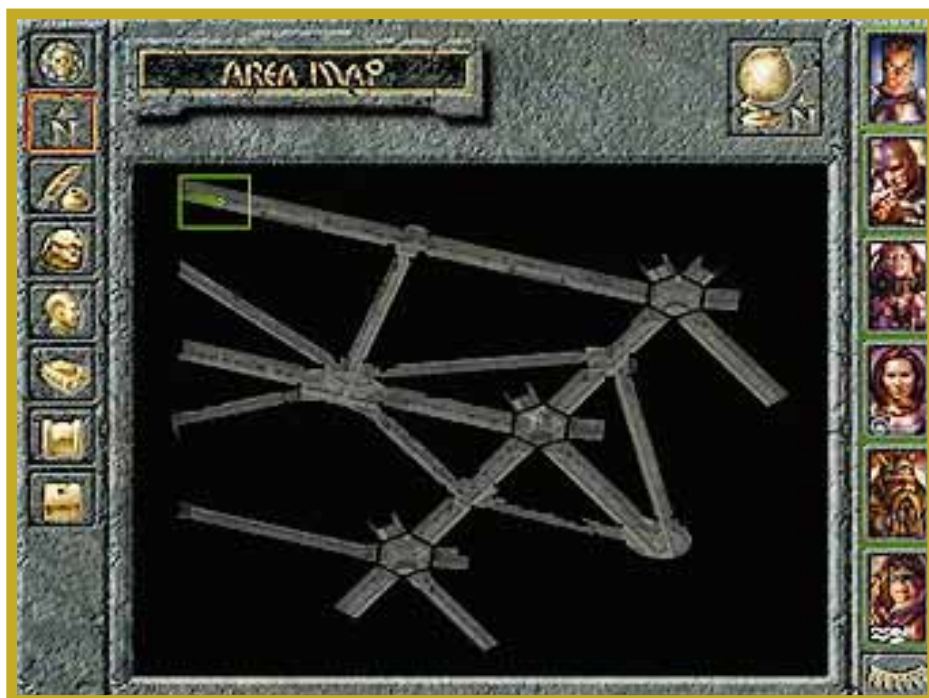
**Reward:** 5,500 xp, 500 gold, and a wand of lightning.

**Quest Giver and Location:** Narlen Darkwalk (Thieves' Guild)

**Goal of Quest:** Assist in gold robbery.

**Solution Location:** Have a thief meet Narlan in front of the Splurging Sturgeon (northeast sector of Baldur's Gate).

**Solution Explanation:** It's a good idea to have a thief equipped with boots of speed carry out this quest. Once you arrive at the



The middle section of the Baldur's Gate sewers.

target house with Narlan, the guards will show up. Don't attack them, but warn the other thieves by selecting that conversation option, then flee the sector and return to the Thieves' Guild.

**Reward:** 100 gold and another quest

**Quest Giver and Location:** Narlan Darkwalk (Thieves' Guild)

**Goal of Quest:** Assist in jewel robbery.

**Solution Location:** Have a thief meet Narlan in front of the Blade and Stars (southeast sector of Baldur's Gate).

**Solution Explanation:** This time your thief has to do the burglary. Follow Narlan into the house and go upstairs. The gem is in a drawer near the bed, and the drawer is trapped. Disarm the trap, unlock the drawer and take the gem. When Gantolandon stirs, keep selecting the options that suggest you're a cat to buy some more time.





**Reward:** Three pearls and the respect of the Thieves' Guild.

**Quest Giver and Location:** Alatos Thuibuld (Thieves' Guild)

**Goal of Quest:** Steal items from Oberon's estate.

**Solution Location:** Oberon's estate is accessible through the middle sector of Baldur's Gate.

**Solution Explanation:** Doing the two quests for Narlen first will make this quest easier for you. All of the items you need to acquire are on the top level of Oberon's estate, guarded by his three daughters. Either sneak by them and take the items from the desk (the only item that can be opened on that floor) or fight the three mages. When you return to the guild you'll have to fight Resar unless you completed Narlen's quests previously.

**Reward:** 4,000 xp and various magic items.

► Elminster will greet you again as soon as you enter this sector, and he (along with everyone else in the city) will tell you to trust Scar and Duke Eltan.

► At Lucky Aello's in the northeast corner of this sector, you can buy: cursed oil of speed, cursed potion of healing, cursed antidote, potion of perception, and cursed scrolls of weakness, clumsiness, foolishness, ugliness, summon monster, petrification, ailment, and stupidity.

► Niklos, who is hanging out near the Sorcerous Sundries, will tell you the password to the Thieves' Guild, Fafhrd, and tell you to speak to Altos in the guild.

► There's an inn directly south of the entrance. Directly west of the entrance is a building which is a thieves' guild, and you'll be asked for a password (Fafhrd) when you enter (all of the buildings on that block lead to the guild). There are the follow-





ing items in the various rooms leading into the guild: oil of speed, potion of firebreath, and there is a manual of quickness of action in the room in the Thieves' Guild with Black Lily. If you go in without attacking the other thieves, you'll get to talk to Black Lily, who will sell you: darts +1, darts of stunning, sling +1, bullets +1, bullets +2, arrows of dispelling, arrows +2, arrows +1, arrows of biting, studded leather +1, leather armor +1, cloak of protection +1, potions of master thievery, agility, heroism, fire giant strength, frost giant strength, magic blocking, magic protection, magic shielding, healing, power, cloud giant strength and oil of speed, and you'll be able to get the three quests outlined in the quest chart for this sector. Resa, whom you'll have to confront after completing the Oberon estate quest, has a wand of paralyzation.

► From Silence, two doors south of the entrance, you can acquire studded leather +1, leather +1, cloak of protection +1, dart +1, dart of stunning, sling +1, potion of master thievery, potion of agility, bullet +1, and bullet +2. There's also a potion of strength on one of the shelves in the room.

► Arkion, who is in a house in the southeast corner of this sector, will ask you to retrieve a body from the sewers. Upstairs in Arkion's house you can find a potion of insulation.

► In Elfsong Tavern, you can buy a shield amulet and some protection scrolls from a merchant on the second floor.

► The Sorcerous Sundries is one of the best places in the game to purchase: battle axe +1, dart +1, dart of stunning, dart of wounding, bastard sword +1, long sword +1, arrows +1, arrows of slaying (ogre mage), acid arrows, arrow of biting, arrows of detonation, arrows of dispelling, arrows of fire, arrows of ice, arrows of piercing, arrows +2, bolt +1, bolt of lightning, bolt of biting, bolt +2, bullet +1, bullet +2, potions of fire resistance, hill



giant strength, frost giant strength, fire giant strength, cloud giant strength, storm giant strength, healing, heroism, invisibility, invulnerability, stone giant strength, oil of fiery burning, oil of speed, elixir of health, absorption, agility, antidote, clarity, cold resistance, defense, explosions, firebreath, fortitude, genius, infravision, insulation, magic blocking, magic protection, magic shielding, master thievery, mind focusing, mirrored eyes, perception, regeneration, insight, strength, freedom, stone form, protection (acid, cold, electricity, fire, magic, poison, undead), mage scrolls (all except vocalize and improved invisibility), wands of fear, magic missiles, paralyzation, fire, frost, lightning, sleep, monster summoning, and heavens.

➤ Once you get nymph hair from Ragefast, you can have a nymph's cloak made at Sorcerous Sundries.

➤ Oulam (19 hp, level six mage), Niemain (30 hp, level nine mage), Wheber Ott (16 hp, level seven mage), William Garst (16 hp, level seven mage) are all conducting an experiment on the second floor of the Sorcerous Sundries, and they'll attack you for interrupting their experiment unless you say you are very, very sorry. They're all mages, and are particularly vulnerable to missile weapons or a nice area of effect spell, like a fireball or stinking cloud spell. They are equipped with a dagger +1, darts of stunning, robes of cold resistance, fire resistance (x2), electrical resistance, cursed ring of clumsiness, scrolls of identify, luck, and wand of fire.

➤ There's a cursed scroll of stupidity in a barrel on the west wall of this sector.

➤ Cyrdemac, in the Elfsong Inn, carries a bastard sword +1, and a noblewoman in the top, middle sector of Baldur's Gate will pay you to stop him from bothering her.



► There's a large shield +1 for sale in the general store in the southeast corner of the sector.

► Chapter seven: Tamako will greet you in this sector, near the Sorcerous Sundries, and will inform you that Duke Eltan is the cause of his sickness, and tell you that she will meet you near Flaming Fist headquarters.

**NPCs in this sector:** Alatos "Ravenscar" Thuibuld, Alyth, Arkion, Black Lily, Brevlik, Cauternus, Cyrdemac, Elminster, Halbasser Drin, Husam, Lucky Aello, Narlen Darkwalk, Nieman, Niklos, Oulam, Ordulinian, Resar (31 hp, level nine), silence, Wheber Ott, and William Garst; chapter seven: Delthyr, Denkod, and Tamako.

**Enemies in this sector:** Carrion crawlers, Cauternus, Niemain, ogre mage, Oulam, rogues, Wheber Ott, and William Garst

**Magic items in this sector:** See the detailed lists above.

## Sewers Underneath Baldur's Gate/ Undercellar

► Accessible throughout Baldur's Gate are three sewer sections and the hidden undercellar, which is accessible through the sewers and through the Blushing Mermaid Tavern in the northeast sector of Baldur's Gate.

► There is an ogre mage and some carrion crawlers causing havoc in the sewers underneath the east, middle sector of Baldur's Gate. Before you clean them out, talk to Scar in the southwest sector of the city to initiate the related quest (you'll

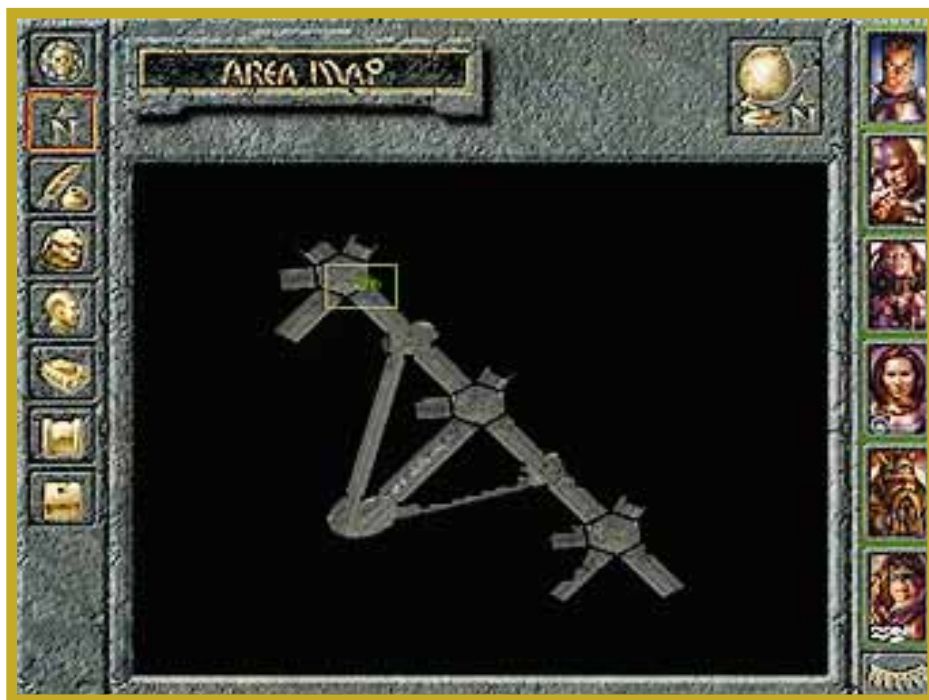




**Undercellar. You can get the Cloak of Balduran in the SE section.**

have to solve the Seven Suns quests first). There are also phase spiders in the sewers. Bodies are strewn throughout the walls in the western corridor of the eastern sewers along with assorted treasure, including cursed oil of speed and a potion of magic protection.

- ▶ Don't let the green slime get close to you—a failed saving throw will result in the destruction of your characters. Use a fireball or two to quickly clear out infested areas.
- ▶ Ratchild and his merry band of kobold commandos will try to ambush you in one of the main intersections in the western sewers. Equipped with dangerous arrows of fire, the kobold commandos can dish out punishment but can't take a hit themselves. Use your own arrows or a fireball to quickly take them down.



The furthest west section of the Baldur's Gate sewers.  
Look out for the Phase Spiders' nest.

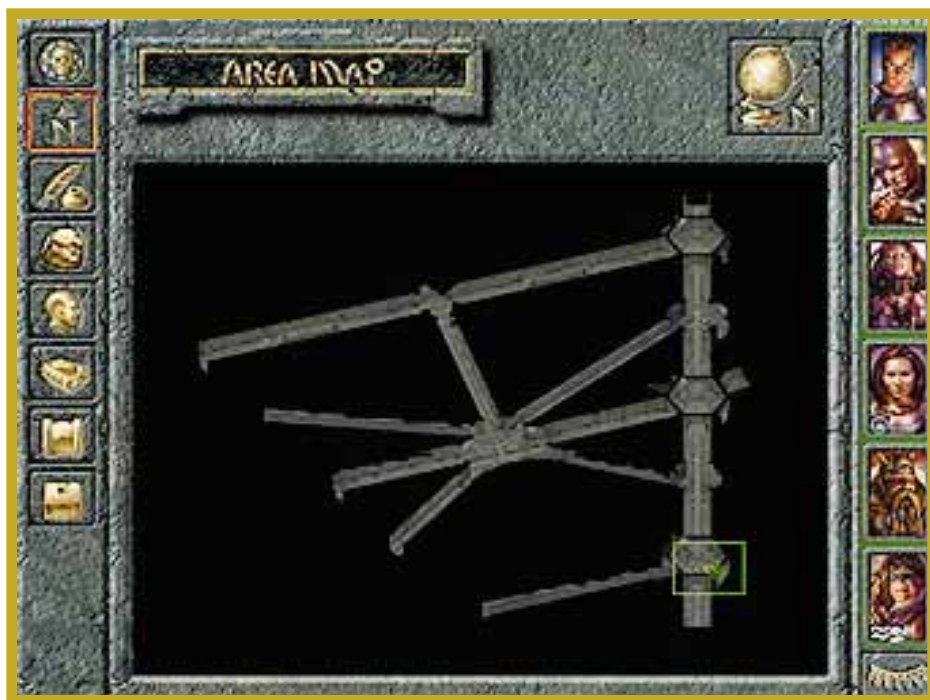
► Schlumpsha the Sewer King (50 hp), a mustard jelly, has a haphazard crew of Morlock-esque sewer folk that will attack you in the section of the sewers that is farthest west. The sewer folk consist of an ogrillon, an ogre, an xvirt, and a ghoul.

► Quenash, who is in one of the corridors in the southeast section of the Undercellar, will give you the Cloak of Balduran if you tell her that Vail sent you to collect his cloak (after freeing Vail from his petrified state, in the middle sector in Baldur's Gate), and then that Vail offered you the cloak for rescuing him.

► For information on the role of the Undercellar in chapter seven, see the discussion under sector 51.

**NPCs in the sewer/undercellar:** Quenash, Ratchild, sewer cleaners, Schlumpsha the Sewer King, and Shvertszche





The furthest east section of the Baldur's Gate sewers. You can find the Ogre Mage that Scar will ask you to take out in this area.

**Enemies in the sewers:** Carrion crawlers, ghouls, gray ooze, green slime, mustard jelly, kobold commandos, ogre mage, Ratchild, Schlumpsha the Sewer King, and giant, huge, and phase spiders

**Magic items in the sewers/Undercellar:** Arrows of fire, Cloak of Balduran, cursed oil of speed, and a potion of magic protection

## 43. SOUTHEAST SECTOR OF BALDUR'S GATE

**Quest Giver and Location:** Nemphre (building in the northeast corner)





**Goal of Quest:** Get an amulet from Arkion.

**Solution Location:** Arkion is in a house in the east, middle sector (42) of Baldur's Gate, south of Elfsong .

**Solution Explanation:** Arkion is wearing the amulet, so you'll have to pickpocket it off of him or take it off his cold, dead body.

**Reward:** 1,000 xp and a vampiric touch scroll.

**Quest Giver and Location:** G'axir the Seer (Blades and Stars)

**Goal of Quest:** Get a sphene gem from the lair of the basilisk.

**Solution Location:** The lair is in the Harbor sector of Baldur's Gate (middle south), but you can also get a sphene gem from the thieves, Taxek and Michael, whom you can catch robbing a house nearby.

**Solution Explanation:** If you go for the thieves, the house being robbed is in the block southeast of the Blade and Stars, in the middle of this sector. Confront the thieves to initiate a fight and take them out quickly to avoid their powerful missile attack. A charm or hold person spell works well to immobilize one of the thieves while you quickly chop the other to pieces. If you attack the basilisk, use animated dead or summoned monsters to lead the attack, or a character who has used a potion of mirrored eyes or a protection from petrification spell.

**Reward:** 1,000 xp.

**Quest Giver and Location:** Nandarin (warehouse in southeast corner)

**Goal of Quest:** Stop the escaped basilisk.

**Solution Location:** The basilisk is on a tear in a warehouse in the south, middle sector (44) of Baldur's Gate.



**Solution Explanation:** The creature is a greater basilisk, so make sure that your lead character has either taken a potion of mirrored eyes or is otherwise protected from petrification. Using animated undead or summon creatures as a distraction also works well, while your party attacks with missile weapons.

**Reward:** 1,800 gold and 1,300 xp.



Map of sector 43, SE Baldur's Gate. One of the thieves' guild's quests will take you here.

► Nemphre, in the northeast corner of this sector, will ask you to get an amulet from Arkion. There's a cloak of protection +1 in a bookshelf in Nemphre's house.

► In the shop southeast of Nemphre's house, you can get potions of firebreath and healing from the shelves. You can buy potions of fire resistance, hill giant strength, healing, invisibility, oil of fiery burning, elixir of health, absorption, agility, antidote,



cold resistance, cursed oil of speed, defense, cursed healing, infravision, insulation, cursed antidote, magic protection, magic shielding, master thievery, regeneration, insight, freedom, and stone form. You can also buy the same items in the southeast corner of this sector at "Well Adjusted AI's."

► In a house in the middle of the sector, Taxek (37 hp, level seven thief) and Michael (35 hp, level six) are burglarizing a house when you walk in on them. If you bully them into giving you everything they took, they'll give you 75 gold and leave. Alternatively, you could tell them that you were thieves like them, and tell them the password (Fafhrd), they'll just let you in without incident. Taxek and Michael are equipped with a light crossbow +1 and bolts of lightning. In the warehouse in the southeast corner of the sector you can obtain a blur scroll from a desk.

► You can find Sanadal Gwist in the upper floor of the inn in the southeast corner of the sector, wondering where her "pure of heart" boys, Carbos and Shank (the two hapless Candlekeep assassins from the prelude), are. In the houses in this sector there are the following items: potion of insight and potion of healing.

► Gantolandan is asleep in one of the houses in the west of this sector; he's carrying a long sword +1 that you can pick-pocket off of him or fight him for it (1,200 xp will be yours for slaying him). There's a rogue stone in the drawer near his bed, and an arrow trap guarding the drawer. Gantolandan is a target victim of the Thieves' Guild, so you may want to initialize that quest prior to taking advantage of Gantolandan's slumbering.

► In the Blade and Stars Inn, you'll meet G'axir the Seer, who will ask you to bring a shene gem from the lair of the basilisk to him. Shaella on the first level will also purport to give you a quest, provided that you answer all of her questions in an





"unknowing" manner, and don't give her a straight answer. Maple Willow Aspen, on the second floor, will explode if you ask her about trees.

**NPCs in this sector:** Elkart, Euric, G'axir the Seer, Gantolandan, Maple Willow Aspen, Michael, Nandarin, Nemphre, Nikolai, Reginald "Longtooth" Worthington, Sanadal Gwist, Shaella, and Taxek. Chapter seven: Alan Blackblade

**Enemies in this sector:** Taxek and Michael

**Magic items in this sector:** Light crossbow +1, bolts of lightning, cloak of protection +1, long sword +1, potions of fire-breath, fire resistance, hill giant strength, healing, invisibility, oil of fiery burning, elixir of health, absorption, agility, antidote, cold resistance, cursed oil of speed, defense, healing, cursed healing, infravision, insulation, cursed antidote, magic protection, magic shielding, master thievery, regeneration, insight, freedom, stone form, and blur scroll

## 44. SOUTH, MIDDLE OF BALDUR'S GATE

**Quest Giver and Location:** Ghorak (house north of the harbor house)

**Goal of Quest:** Take the skull of his brother, Kereph, to Agnasia.

**Solution Location:** The skull is behind a painting in the northwest wall of Three Old Kegs, which is in the northeast sector of Baldur's Gate (50)

**Solution Explanation:** Grab the skull and take it to Agnasia, who is in the middle, west sector of Baldur's Gate (46), in the



Lady's House. Talk to Ghorak and you'll see him resume a less emaciated form.

**Reward:** 1,000 xp and one reputation point for going to Agnasia.

**Quest Giver and Location:** Noralee (in the warehouse north of the Harbor House)

**Goal of Quest:** Find her pair of gauntlets which she dropped between the warehouse and the harbor.

**Solution Location:** The gauntlets are in a crate near the Water Queen's house in the same sector.

**Solution Explanation:** Fetch and return the gauntlets, which are gauntlets of weapon expertise (which you might want to keep, instead of the reward).



Map of sector 44. Iron Throne headquarters is located in the NW portion of this sector.



**Reward:** 1,000 xp, one reputation point, plus two potions of infravision.

▶ Ghorak, who is in the house north of the harbor house, will ask you to cure his sickness by taking the skull of his brother, Kereph, from behind a painting at the Three Old Kegs, and taking it to Agnasia in The Lady's Hall.

▶ Larriaz, a sirine, is in the locked house north of Ghorak and has killed the family that lives there. If you attack, you'll only get a nominal number of experience points, and if you choose to leave her alone, Larriaz will quickly die.

▶ In a warehouse in the middle of this sector, Nivek will run towards you and inform you of a basilisk loose in the warehouse. The basilisk is a dangerous greater one, so ensure that your lead character is guarded by a protection from petrification spell or a potion of mirrored eyes. Using animated undead or summoned monsters, at least to lead the attack, is also a good idea.

▶ In the northeast corner of this sector, Cordyr is in a locked house which contains a potion of healing in one of the tables on the upper floor.

▶ In a locked building near the docks, just west of the Harbor House, is a group of five ogre mages, waiting for your entrance. There's quite a bit of distance between the group of them and your party when you enter the room, so take advantage of the space to cast fireball spells, fire arrows of detonation, use fire wands, oil of fiery burning and potions of explosions, and then finish off any stragglers with missile weapons. You should be able to wipe out the entire group of ogre mages before they get the opportunity to cast any offensive spells.





► The Iron Throne's headquarters is in the northern portion of this sector, and the Water Queen's dwelling is in the southwest portion of this sector.

► Desreta (71 hp, level ten), a powerful fighter located on the second level of the Low Lantern, will confront and then attack you if you accept her offer to embrace entropy. She's escorted by her sister, Vay-ya (45 hp, level six), a mage. Avoid melee combat with Desreta and take her out from a distance with immobilizing or offensive spells and missile weapons. Vay-ya will quickly cast improved invisibility, so make sure you have a detect invisibility or dispel magic spell ready. Vay-ya has a wand of fire, dagger +1, and scrolls of clairvoyance and dispel magic. Desreta is carrying a long sword +1 and gauntlets of ogre power.

► There's also a long sword +1 in a chest on the second level of the Low Lantern, and a couple of protection scrolls in a chest on the first level. Yago is on the third level, and if you ask for his spell book he'll fight you for a while, but will beg for mercy once you get a few good licks in. Killing Yago will net you 1,400 xp, and he wears a robe of cold resistance and has scrolls of flame arrow, blur, charm person, and fireball in his chest.

► Noralee, in one of the warehouses north of the Harbor House, will ask you to find her missing gauntlets. You can find them near the Water Queen's house, in a crate.

► There's an entrance into the Iron Throne basement through the sewers. In the basement, you can find potions of genius, insulation, antidote (cursed) and protection scrolls (cold, acid). In the Iron Throne library you can find scrolls of flame arrow, hold person, know alignment, protection (petrification), shield, and stinking cloud. Paying 300 gold to the merchant that greets you when you open the main door will let you learn a little more



about the acolytes of the Iron Throne. There are two priests, two mages, and two hardened thugs. You can bribe the guards on the lower levels so that they'll leave you alone, but they are fairly wimpy in any event. Don't suggest that you're from Cormyr, or you'll invite attack. At the top of the tower you'll discover a group of doppelganger acolytes that you'll have to confront. A couple of the characters will immediately cast invisibility, so be prepared to cast detect invisibility or dispel magic and to strike fast. You don't start in a good position to cast an area of effect spell, so instead summon some monsters or animate undead to help you with your task. The acolytes are equipped with a halberd +2: Suryris' Blade, mace +1, war hammer +1, short sword +1, studded leather armor +1, wand of lightning, wand of heavens, ring of free action: Edventar's Gift, bracers AC7, scrolls of confusion, dimension door, dispel magic, fireball, hold person, know alignment, lightning, protection from normal missiles, protection (undead), vocalize, potions of stone giant, antidote, and agility.

► Make sure that you take out check the desk in the back room to find the notes of Sarevok. Caedmon will greet you when you leave the Iron Throne building.

**NPCs in this sector:** Aasim (72 hp, level eight), Alai (56 hp, level eight), Caedmon, Cordyr, Desreta, Destus Gurn, Diyab (60 hp, level nine), Emissary Tar, Entillis Fulsom, Gardush (70 hp, level ten), Ghorak, Jalandtha Mistmyr, Kerrachus, Kesheel, Larriaz, Lobar, Naaman (56 hp, level nine), Nivek, Noralee, Nortuary, Sailer Al, Sailer Dan, Sailer Finch, Sailer Joss, Sailer Ned, Sailer Newf, Tenya, Thaldorn (28 hp, level six), Vay-ya, Yago, and Zhalimar Cloudwulfe (79 hp, level eleven).

**Enemies in this sector:** Aasim, Alai, greater basilisk, Diyab, doppelgangers, Gardush, Naaman, ogre mages, sirine, Thaldorn, and Zhalimar Cloudwulfe



**Magic items in this sector:** (From Iron Throne acolytes):

Halberd +2: Suryris' Blade, mace +1, war hammer +1, short sword +1, studded leather armor +1, wand of lightning, wand of heavens, ring of free action: Edventar's Gift, bracers AC7, scrolls of confusion, dimension door, dispel magic, fireball, hold person, know alignment, lightning, protection from normal missiles, protection (undead), vocalize, potions of stone giant, antidote, agility; (in the Iron Throne building): potions of genius, insulation, antidote (cursed) and protection scrolls (cold, acid). In the Iron Throne library you can find mage and protection scrolls, as detailed above; (in the Low Lantern): wand of fire, dagger +1, and scrolls of clairvoyance and dispel magic, long sword +1, gauntlets of ogre power, robe of cold resistance, scrolls of flame arrow, blur, charm person, fireball flame arrow, hold person, know alignment, protection (petrification), shield, and stinking cloud in his Yago's chest; (elsewhere, as described above): potion of healing and gauntlets of weapon expertise

## 45. SOUTHWEST CORNER OF BALDUR'S GATE

**Quest Giver and Location:** Aldeth Sashenstar (southeast portion of this sector)

**Goal of Quest:** Investigate the Strange events within the Merchant Consortium.

**Solution Location:** The Merchant Consortium is just west of Aldeth Sashenstar.





**Solution Explanation:** On the second floor of the In The Consortium you can find some notes in Zorl's office, confirming that Aldeth's partners have been replaced by dopplegangers. Take them to Bandilar and confront the dopplegangers. The dopplegangers are pretty easy opponents, and you can clean them out quickly with missile weapons.

**Reward:** 5,000 xp, 100 Gold plus a bastard sword +1/+3 vs. shapeshifters (if you didn't already obtain it in Cloakwood).

**Quest Giver and Location:** Scar (Flaming Fist headquarters)

**Goal of Quest:** Destroy the shapeshifters in the Seven Suns.

**Solution Location:** The Seven Suns is just southeast of the Flaming Fist headquarters

**Solution Explanation:** There are a couple of dopplegangers on the main floor, a couple more on the second level, and one in the basement torturing Jhasso. No special tactics are required for the dopplegangers, as they are outnumbered and vulnerable to any weapons. No need to even bother with spells (charm and sleep won't work, in any event).

**Reward:** 2,000 xp plus two reputation points and 4,000 gold.

**Quest Giver and Location:** Scar (Flaming Fist headquarters)

**Goal of Quest:** Find out why people are disappearing from their homes at night.

**Solution Location:** In the sewers under the east, middle sector of Baldur's Gate.

**Solution Explanation:** An ogre mage has taken up residence in the sewer, and has trained three carrion crawlers to kidnap and eat townspeople so that the ogre mage can take any treasure carried by the townspeople. Not a difficult fight, and you'll get the opportunity to get a few arrows into the carrion crawlers



before the ogre mage closes to initially converse with you. By the time he opens his mouth, two of his pets should be dead, making the rest of the fight a breeze. Keep the ruby ring found on the ogre mage body.

**Reward:** 300 gold in advance, 3,000 xp and 3,000 gold for returning the Sashenstar ring (otherwise 2,500 xp and 500 gold).

**Quest Giver and Location:** Scar and Duke Eltan (Flaming Fist headquarters)

**Goal of Quest:** Infiltrate Iron Throne headquarters.

**Solution Location:** South, middle sector of Baldur's Gate.

**Solution Explanation:** The infiltration is relatively easy, with the exception of one fight with six doppelganger acolytes (two mages, two clerics, two fighters). Be prepared to detect invisibility and to hit the acolytes hard with acid arrows and other powerful missile weapons to disrupt their spells (they are too spread out for silence to be particularly effective). Make sure you pick up Sarevok's notes in a desk in a back room on the acolytes' floor.

**Reward:** 2,000 gold, and a book (History of the Nether Scrolls) needed to enter Candlekeep.

**Quest Giver and Location:** Fergus (Flaming Fist headquarters)

**Goal of Quest:** Get him an angel skin ring for his lady.

**Solution Location:** There are several angel skin rings in the game, including one in the upstairs guarded room at the Helm and Cloak.

**Solution Explanation:** Fetch and return. Good boy.

**Reward:** 800 xp plus one reputation point.



Map of Southwest Corner of Baldur's Gate.

► If you sided with Aldeth Sashenstar against the druids in the first Cloakwood sector, you'll find him here and he'll help you to get into the Merchant Consortium and give you a quest. If you took the side of the druids in Cloakwood, you'll have to face Aldeth's brother, Dabron (72 hp, level nine) in combat. In the store that is on the same block as the Merchant Consortium, you can buy potions of fire resistance, hill giant strength, healing, invisibility, oil of fiery burning, elixir of health, absorption, agility, antidote, cold resistance, oil of speed (cursed), defense, healing (cursed), infravision, insulation, antidote (cursed), magic protection, magic shielding, master thievery, regeneration, insight, freedom, and stone form. You can purchase the same group of potions from the shop on the same block as, and just north of, the Seven Suns.





➤ Entering the Seven Suns, you'll be greeted by a merchant. He'll inform you, regardless of your conversation choice, that shapeshifters have infiltrated the Seven Suns. Once he imparts that information, return to Scar, in the Flaming Fist headquarters in the northeast portion of this sector, for your reward and to receive the quest to destroy the shapeshifters. Don't talk to Duke Eltan, who is waiting upstairs, unless you no longer want to bother with the quests Scar will give you.

➤ Return to the Seven Suns, and talk to the other merchants until they attack you (you may have to speak to them three times, depending upon your conversation choices). Jhasso is in the basement, which you can access through a door in the southwest of the first floor. There's a spear +1 in the weapons rack near Jhasso, and a potion of hill giant strength, a wand of magic missiles, and two protection scrolls in the room across from his prison.

➤ If you enter one of the houses in the southeast corner of this sector, you'll be set upon by a mage, Sunin (35 hp, level six), and his servants, Maka (53 hp, level seven fighter) and Joular (55 hp, level six fighter). They are equipped with arrows of piercing, robe of electrical resistance, long sword +1, a ring of wizardry, scrolls of fireball, and vampiric touch. You'll also be confronted by a group of thieves—Wiven (35 hp, level six), Dirk (42 hp, level six), Sath (41 hp, level six), and Meakin (41 hp, level six)—if you enter one of the locked buildings in the middle of the sector. The thieves are armed with arrows of fire, and Wiven is also a spell-caster. Their equipment consists of a short sword +1, arrows of fire, arrows +1, scrolls of ghost armor and protection from normal missiles, and potions of master thievery, and there are scrolls of identify and friends within the house.



► At the store in the southwest portion of this sector, you can purchase the following magic items: medium shield +1, large shield +1, potion of stone form, mace +1, and a cloak of protection +1. The General Store on the same block as the Seven Suns sells the same items. There is also oil of fiery burning on one of the shelves, and a potion of healing and of antidote are in the houses.

► You'll be confronted by Phandalyn in a tavern in the west portion of this sector, who will check if there are any evil characters in your party.

► In the Ye Olde Inn, you'll walk into a battle between green slime and the bartender and commoners in the town. You won't be able to save most of the pedestrians (including the bartender), who are already infected with green slime, but any survivors will tell you that the green slime was apparently summoned by Ramazith.

► Tiax is waiting to join your party in front of the Flaming Fist barracks, in the southwest corner of this sector. Be careful with Tiax, as he may one day rule the world.

► Chapter seven: Tamako, whom you could meet in the middle, east sector of Baldur's Gate, will be waiting in front of the Flaming Fist headquarters. She's seeking Sarevok's attentions, and will ask you to try to leave Sarevok alive when you stop his plans. As many NPCs will tell you, Eltan's healer, Rashad, is actually the cause of his illness. Go to Flaming Fist headquarters and free Eltan by taking out the mercenaries guarding him and Rashad, who will reveal his true nature as a greater doppelganger. Take Eltan to the Harbor Master in the southwest sector of Baldur's Gate (45) and you'll receive 2,500 xp.



► For information on dealing with the Flaming Fist in general in chapter seven, and escaping from jail if imprisoned, see the discussion under area 51 of this guide.

**NPCs in this sector:** Aldeth Sashenstar, Bandilar, Dilos, Dirk, Duke, Eltan, Fergus, Irlentree, Jhasso, Joular, Laola Axehand, Maka, Meakin, Phandalyn, Sath, Scar, Sunin, Tiax, Wiven, and Zorl; chapter seven: Benjy (33 hp, level one), Dilos, Kaella, Kent, and Tamako

**Enemies in this sector:** Dirk, dopplegangers, green slime, Joular, Maka, Meakin, Sath, Sunin, and Wiven

**Magic items in this sector:** (From Alden): Bastard sword +1/+3 vs. shapeshifters; (In shops): medium shield +1, large shield +1, mace +1, cloak of protection +1, potions of fire resistance, hill giant strength, healing, invisibility, oil of fiery burning, elixir of health, absorption, agility, antidote, cold resistance, oil of speed (cursed), defense, healing (cursed), infravision, insulation, antidote (cursed), magic protection, magic shielding, master thievery, regeneration, insight, freedom and stone form; (In the Seven Suns): spear +1, potion of hill giant strength, wand of magic missiles, and two protection scrolls; (In houses): arrows of piercing, robe of electrical resistance, long sword +1, a ring of wizardry, scrolls of fireball and vampiric touch; short sword +1, arrows of fire, arrows +1, scrolls of ghost armor and protection from normal missiles, potions of master thievery, and scrolls of identify and friends





## 46. MIDDLE, WEST SECTOR OF BALDUR'S GATE

**Quest Giver and Location:** Varci Roaringhorn and Tremain Belde'ar (north of the House of Wonders)

**Goal of Quest:** Retrieve the body of a trespassing boy, Casson, from the temple of Umberlee.

**Solution Location:** Water Queen's house, middle-south sector of Baldur's Gate.

**Solution Explanation:** If you helped Tenya previously (with the fishermen in the sector north of the Friendly Arm Inn), just ask any priestess if you can speak to her, and then ask for the body. If you didn't help Tenya you can get the body from Jalantha Mistmyr, but it'll cost you 2,000 gold.

**Reward:** Casson resurrected.

► Fenton, in the southeast corner of this sector within a locked house, will ask you for some ankheg heads, and will pay you 250 gold for the heads. You can get more for them in High Hedge, however.

► Entering Ragefast's home, you'll catch him in the midst of an argument with his captive nymph, Abella. If you accuse Ragefast (19 hp, level seven mage) of committing crimes, and confront him with the contradiction of his actions, telling him that he is breaking Abella's spirit and that she will die with him, he'll ultimately let her go, gaining you 2,000 xp and a lock of Abella's hair. Ragefast is wearing knave's robes and is equipped with a wand of paralyzation.



Map of the middle, west sector of Baldur's Gate. If you join the Thieves' Guild you'll have a key task in the High Hall.

- ▶ Varci Roaringhorn will confront you near the northwest portion of this sector, and ask you to accompany him to his guardian to initiate a quest. Tremain Belde'ar will give you a quest to retrieve the body of Casson from the temple of Umberlee.
- ▶ From the Lady's House you can purchase: potions of healing, luck, elixir of health, antidote, and a stone to flesh scroll. From the Priest of Gond in the High House of Wonders, you can purchase: elixir of health, potion of healing, antidote, oil of speed, and a stone to flesh scroll.
- ▶ If you go to the High House of Wonders you can find Alora trying to rob exhibits; she'll hover near the exhibit that is holding the telescope that Brevlik (from the west, middle section of Baldur's Gate) is seeking. Just ensure you're out of the Hall prior to the third hour in the morning, when the guard will return.



Return the telescope to Brevlik in the Elfsong and you'll get 5,500 xp, 500 gold, and a wand of lightning.

**NPCs in this sector:** Abella the Nymph, Agnasia, Chanthalas Ulbright, Dun, Fenton, Forthel August, Priest of Gond, Ragefast, Tremain Belde'ar, Varej Roaringhorn; chapter seven: Hecito and Sir Lohtyran

**Enemies in this sector:** None (Ragefast, potentially)

**Magic items in this sector:** Knave's robes, wand of paralyzation, wand of lightning (from Brevlik in Elfsong after completing quest in this sector), potions of healing, luck, elixir of health, antidote, oil of speed, and stone to flesh scroll

## 47. MIDDLE SECTOR OF BALDUR'S GATE

**Quest Giver and Location:** Nadine (locked house in the eastern portion of this sector)

**Goal of Quest:** Find her son Euric and give him a talisman.

**Solution Location:** Euric is in a pub in the southeast sector of Baldur's Gate (43), in the southeast corner of that sector.

**Solution Explanation:** Just bring the amulet to Euric and return to Nadine.

**Reward:** 1,100 xp for giving the necklace to Euric, plus an additional 400 xp for returning to Nadine, plus one reputation point and a necklace of missiles.

**Quest Giver and Location:** Lothander (near the gambling tents)

**Goal of Quest:** Cure Lothander of his Geas and your party of Marek's poison.





**Solution Location:** This quest will take you to the Water Queen's house (south, middle Baldur's Gate), then to the Lady's Hall (west, middle Baldur's Gate), then to the Blade and Stars (southeast Baldur's Gate) and finally to the Blushing Mermaid (northeast Baldur's Gate).

**Solution Explanation:** After talking to Lothander, talk to the diviner and ask how to cure the Geas, then talk to Lothander again. Next, go to the Water Queen's house and humbly ask for a cure to the Geas. She'll send you on a quest for a book of wisdom, which you can get from the Lady's Hall by stating that you need the book for a matter of life and death. Return to the Water Queen and get the Geas removal scroll, and then give it to Lothander who is waiting on the second floor of the Blade and Stars. Finally, go to the second floor of the Blushing Mermaid and talk to Marek.

**Reward:** 1,500 xp for giving Marek the Geas removal scroll, plus 10,000 xp for confronting Marek and curing the poison.

► Nadine, residing in one of the homes in the eastern portion of this sector, will ask you to give a talisman to her son Euric. The talisman is an amulet of protection +1. Her son is in the southeast sector of Baldur's Gate, in a pub in the southeast portion of that sector. Return to Nadine for some additional experience points and a necklace of missiles. A bug in the initial, unpatched, version of Baldur's Gate allowed you to get an infinite number of experience points and reputation points from Nadine by continuing to talk to her over and over again.

► In containers on the street or in the houses in this sector you can find the following items: dagger +1, potion of defense, potion of heroism, burning hands, clairvoyance, friends, identify, invisibility, nondetection, and web mage scrolls and protection scrolls.



Map of the middle sector of Baldur's Gate. Once Lothander's quest is initiated (in the middle of the map), don't delay solving it.

► Lothander, partner of the assassin Marek, will approach you near the gambling tents. He will tell you that Marek has poisoned you, and that if you don't release Lothander from his Geas, he won't tell you where the antidote to the poison is located, and you'll die after ten days. The diviner in the tent will tell you to see the High Priestess Jalandra Mistmyr of Umberlee to remove Lothander's Geas; that Rieltar Costak is the leader of the Iron Throne; that making money is the Iron Throne's agenda; and that Entar Silvershield is the wealthiest man in the city and he keeps his treasure hoard in his bedroom in his estate. Go to Jalandra Mistmyr at the Water Queen's house to seek a cure for the Geas, and after humbly asking for help you should go to the Lady's house and ask for a book of wisdom, pleading that you need the book for a matter of life and death. Return to



Jalantha Mistmyr and then go to Lothander (who will be at the Blade and Stars if you talk to them after the diviner's conversation). Lothander will give you one half of the cure, while Marek, waiting in the Blushing Mermaid, will give you the other half. Marek is equipped with a dagger +2: Heart of the Golem; a special antidote potion, and an eagle bow: Protector of the Dryads.

► There's a group of rabid chickens running rampant in the Poultry Store in the northwest portion of this sector. In the north portion of this sector there's Oberan's mansion, which you'll get a quest to infiltrate if you join the Thieves' Guild. In the house you can also find scrolls of web, nondetection, and identify.

► Lady Hannah will approach you near the bridge to the inner city, informing you that Ragefast the mage has enslaved a nymph within his quarters, in the northwest corner of the city.

► In chapter seven, the diviner in the tent will answer a couple of new questions, one of which will inform you that Eltan's caretaker is the cause of his sickness, and confirm that Sarevok blamed you for the murders of the Iron Throne leaders in Candlekeep.

**NPCs in this sector:** Diviner, Felonius Gist, Glanmarie, Lady Hannah, Lothander, Nadine, and Oberon; chapter seven: Addy

**Enemies in this sector:** Rabid chickens

**Magic items in this sector:** Amulet of protection +1, dagger +1, necklace of missiles, potion of defense, potion of heroism, dagger +2: Heart of the Golem, eagle bow: Protector of the Dryads, scrolls of web, nondetection, and identify





## 48. NORTHWEST SECTOR OF BALDUR'S GATE

**Quest Giver and Location:** Quinn (locked house in the same block, but north of, the Helm and Cloak)

**Goal of Quest:** Return something of Nester's to Quinn.

**Solution Location:** Nester has been eaten by an ankheg that lives north of the water witch's house in sector 35 (bridge to Baldur's Gate).

**Solution Explanation:** As soon as you go north of the water witch's house, the ankheg will attack your party. Kill it and grab Nester's dagger from the corpse of the body.

**Reward:** 950 xp, plus one reputation point and a shandon gem.

**Quest Giver and Location:** Pheirkas (house just west of Entar Silvershield's estate)

**Goal of Quest:** Steal a cloak off of Algernon.

**Solution Location:** Algernon is staying at the Feldepost Inn in Beregost.

**Solution Explanation:** Algernon's on the upper floor of the Inn. A thief with a high pickpocket skill is a must for this quest, so take potions of perception or master thieving to improve your skills for the task if necessary.

**Reward:** 300 xp and 200 gold

**Quest Giver and Location:** Degrodel (large house in western portion of this sector)



**Goal of Quest:** Retrieve the Helm of Balduran.

**Solution Location:** The Helm and Cloak tavern (upstairs through the back staircase).

**Solution Explanation:** Degrodel will give you this quest after you defeat his dangerous guardians. Take his stone to flesh scrolls and go to the middle sector of Baldur's Gate, and enter the mansion to the west of the market. Thaw out the middle statue, who will give you a scroll, cryptically informing you that the helm is at the Helm and Cloak (you can skip the statue step and go straight to the Helm and Cloak). The helm is up the set of stairs past the bar, in a secret compartment in the north wall, guarded by a fireball trap.

**Reward:** Returning the helm will earn you 5,000 gold, but you'll have to fight a few more guardians of Degrodel. The helm is worth keeping instead.

**Quest Giver and Location:** Louise and Laerla (twin girls in the building in the middle of this sector)

**Goal of Quest:** Stop the bogeyman.

**Solution Location:** Same building

**Solution Explanation:** After you talk to the twins, you'll be able to talk to both Gervisse and Voltine, who will each blame the other for stalking the twins. Casting detect evil, you'll realize that Gervisse is evil, and attacking and killing him will make the twins happy.

**Reward:** 1,000 xp and a protection from evil scroll from Laerla, and a wand of polymorphing from Voltine.

► A huge brawl will break out in the Helm and Cloak with Gretek's (70 hp, level nine fighter) gang of maulers—Caturak (34 hp, level six), Nadar (25 hp, level seven), Pargus (32 hp, level five),



**Map of sector 48. You can pick up Skie in this sector if you already have Eldoth in your party.**

Arlin (21 hp, level seven), and Wilf (40 hp, level seven). If you've gained the confidence of Gorpel Hind and his merry fools you'll have his gang's assistance for the fight. It's one of the toughest fights you'll face in the game, as the maulers have good position and powerful weapons and spells. Use animated undead or summoned creatures to draw off some of the maulers' attacks, and take out the spell-casters, who tend to hang out in the corners of the room, before their spells can disrupt your party. A nice web or grease spell can freeze the bulk of the maulers, and will keep the innocent patrons safe. The maulers are equipped with arrows of ice, arrows of fire, battle axe +2: Battleaxe of Mauletar, long sword +1, and an adventurer's robe.

► Quinn, in a locked house on the same block as the Helm and Cloak, is mourning the loss of his friend Nester, who was apparently





killed by an ankheg. You can get Nester's dagger in the bridge sector leading to Baldur's Gate, just north of the water witch's house. There's also a long bow +1, oil of fiery burning and a scroll of horror in Quinn's house.

► Louise and Laerla, two twins, complain about being stalked by a bogeyman, and Gervisse will inform you that a polymorphed druid, Voltine, is to blame. There's splint mail +1 on a book shelf in the twins' bedroom. Gervisse is evil, and killing him will net you 900 xp and a wand of polymorphing from Voltine, and if you talk to Laerta after killing Gervisse they'll inform you that the bogeyman is gone and will give you 1,000 xp and a scroll of protection from evil.

► Pheirkas will ask you to steal a cloak from Algernon in the Feldepost Inn in Beregost, without killing Algernon. The reward is puny, a mere 300 xp and 200 gold. You might want to keep the cloak for yourself instead, since it adds two charisma points to the wearer, or you could try to pickpocket it back from Pheirkas. If he turns hostile, you'll get 420 xp for killing him. Outside Pheirkas' house, in a barrel, is a color spray scroll, and in a house further west there is a protection scroll.

► The large locked house in the west portion of this sector contains some powerful enemies: doom guards, helmed horrors, and invisible stalkers. If you manage to take out the guardians, you'll be confronted by Degrodel, who will commission you to retrieve the Helm of Balduran. If you decide to attack Degrodel or not accept his quest, he'll summon a few additional troops. Degrodel wears a robe of electrical resistance, and the locked cabinet in his room contains splint mail +1. The quest will take you to the middle sector of Baldur's Gate, into Felonius Gist's mansion, where five statues are pre-



sent. The middle statue is the only one that will tell you anything of value, and by turning that statue to flesh using the scroll given to you by Degrodel, you'll learn that the Helm of Balduran is hidden in the Helm and Cloak, back in the northwest sector of Baldur's Gate. If you are particularly law abiding, you can pay Felonius Gist 300 gold for the privilege of examining his statues, but if you just ignore him and do the task quickly you're unlikely to be interrupted by the guards. The helm is upstairs in the Helm and Cloak (in the upstairs area accessed past the bar), in the north wall in a hidden compartment that is guarded by a fireball trap. You can go straight to the helm if you'd like, bypassing the statues altogether. Returning the helm to Degrodel will bring you 5,000 gold, and another fight with some of his guards. You're far better off keeping the helm for yourself. The helm's companion, the Cloak of Balduran, is held by a prostitute in the Undercellar.

► In chapter seven, Candy, a courtesan, will tell you more about Scar's fate if you ask her.

**NPCs in this sector:** Arlin, Brilla, Caturak, Farluck, Gorpel Hind, Gretek, Nadar, Nelik, Ocellis, Pargus, Quinn, Skie, Turpin, and Wilf; chapter seven: Candy

**Enemies in this sector:** Arlin, Borinole Mann, Caturak, Connoly Finn, doom guards, Gervisse, helmed horrors, invisible stalkers, Laerla, Louise, Nadar, Pargus, Pheirkas, Voltine, and Wilf

**Magic items in this sector:** Arrows of ice, arrows of fire, long bow +1, battle axe +2: Battleaxe of Mauletar, long sword +1, adventurer's robe, robe of electrical resistance, splint mail +1, wand of polymorphing, oil of fiery burning, a scroll of horror, and color spray and protection scrolls.



## 49. NORTH, MIDDLE SECTOR OF BALDUR'S GATE

**Quest Giver and Location:** Petrine (west of Duchal Palace)

**Goal of Quest:** Retrieve her cat's ring from her uncle Bheren's house.

**Solution Location:** Bheren's house is just north of Petrine.

**Solution Explanation:** The ring is upstairs, in a dresser near the cat in the main room. Take the ring and return it to Petrine.

**Reward:** 500 xp

**Quest Giver and Location:** Rinnie (west of the Duchal Palace)

**Goal of Quest:** Get her a book on the Unicorn Run.

**Solution Location:** There's one in the top of Ramazith's building in this sector.

**Solution Explanation:** Straight-forward fetch and return. There are several other valuable items in Ramazith's tower, and several creatures you can either fight or just ignore.

**Reward:** 900 xp, and protection from poison scroll.

**Quest Giver and Location:** Ramazith (north of the Duchal Palace)

**Goal of Quest:** Get the nymph from Ragefast and return her to Ramazith.

**Solution Location:** Ragefast's house in the west, center section of Baldur's Gate.





**Solution Explanation:** Ragefast will make it very clear that Ramazith's motives are malevolent, but if you're still determined to capture the nymph, you'll have to take out Ragefast, which you can easily do with a flurry of missile weapons. Return to Ramazith and you'll get another chance to change your mind.

**Reward:** None, if you help Ramazith, but if you free Abela (with or without fighting Ragefast), you'll get 2,000 xp and nymph hair.

**Quest Giver and Location:** Noblewoman (third floor of The Three Kegs)

**Goal of Quest:** Get Cyrdemac to stop blackmailing her.

**Solution Location:** Cyrdemac is staying in the Elfsong Inn in the east, middle sector of Baldur's Gate.

**Solution Explanation:** Confront Cyrdemac and he'll initiate a fight. He's not particularly skilled, and neither are his ruffian associates, who may join in the battle. Swing and chop.

**Reward:** 500 gold from the noblewoman, with the opportunity to blackmail her on a regular basis for the same sum.

► At the Temple of Helm you can purchase the following items: potion of healing, antidote, stone to flesh scroll, and elixir of health.

► Petrine will ask you to retrieve her cat's ring, which is upstairs in her uncle Bheron's house. Petrine is standing right in front of Bheron's house. Also inside the house are the following items: oil of speed (cursed) and bullets +1. There's a potion of invisibility inside Rinnie's house, and she'll give you a quest to find a book on the Unicorn Run.



Map of sector 49. Ramazith's tower to the north is the tallest building in Baldur's Gate. You won't be able to get into the Duchal Palace until Chapter Seven.

► Ramazith (21 hp, level nine mage) will hire you to steal the nymph from Ragefast. If you return Abela the nymph to Ramazith, you won't get a reward, but by subsequently freeing her you'll get some nymph hair (take it to Sorcerous Sundries) and 2,000 xp (and 4,000 more for taking down Ramazith). Inside Ramazith's house are mustard jellies, hobgoblin elites, ghosts, and kobold commandos. At the top of the tower is a book on the Unicorn Run, which you can give to Rinnie to solve her quest, as well as the following items: elixir of health, wand of paralyzation, protection scrolls, mage scrolls of blindness, blur, invisibility, and mirror image and a tome of clear thought. Ramazith is equipped with an amulet of metaspell influence, a ring of protection +2: The Guard's Ring, and a knave's robe.



► Drelik (39 hp, level nine), a mage servant in one of the houses in the northern portion of this sector, will attack you if you enter his locked house. He carries a scroll of dire charm and a short sword +1. Jardak (85 hp, level eleven), who is waiting on the second floor, is carrying a potion of frost giant strength, long sword +1, potion of genius, and a helm of glory. There are potions of stone form, heroism, and explosions, and a small shield +1 is in the houses next door.

► The Skull of Kereph is in the northwest corner of the second floor of The Three Kegs. A noblewoman on the third floor of the Inn has a large stash of gems, and she will offer you a quest to silence Cyrdemac (46 hp, level six fighter/thief), who frequents the Elfsong Tavern

► You won't be able to get into the Palace until chapter seven. In that chapter, Sorrel, a Flaming Fist enforcer, will not turn you in to Angelo, the new Flaming Fist leader. Instead, he'll tell you a bit about what has happened in Baldur's Gate since you went to Candlekeep.

**NPCs in this sector:** Bellamy, Bheron, Drelik, Ithtyl, Jardak, Petrine, Ramazith, Rinnie, Rodnim, Shep, Tartusse, and Tick; chapter seven: Belt, Bill, Liia Jannath, Nila, Sarevok, Sorrel, Winski, and Perorate

**Enemies in this sector:** Mustard jellies, hobgoblin elites, ghosts, kobold commandos, and potentially Ramazith

**Magic items in this sector:** Bullets +1, short sword +1, long sword +1, knave's robe, small shield +1, amulet of metaspell influence, helm of glory, wand of paralyzation, ring of protection +2: The Guard's Ring, tome of clear thought, oil of speed (cursed), potions of frost giant strength, genius, healing, invisibility, antidote, elixir of health, stone to flesh, stone form, heroism, and explosions, protection scrolls, mage scrolls of blindness, blur, dire charm, invisibility, and mirror image



## 50. NORTHEAST CORNER OF BALDUR'S GATE

**Quest Giver and Location:** Brielbara (near the Splurging Sturgeon)

**Goal of Quest:** Remove curse on Brielbara and Coran's baby.

**Solution Location:** Yago, who is staying on the third floor of the Low Lantern in the middle, south sector of Baldur's Gate, has a book to remove the curse.

**Solution Explanation:** When you confront Yago, he'll attack you, but he'll break off the attack once he's taken a few hits. If you decide to kill him anyway, you can get 1,400 xp and a robe of cold resistance. There are also a few scrolls in the chest near Yago. Return the book to Brielbara, who will be waiting in the Splurging Sturgeon.

**Reward:** 1,000 xp plus one reputation point and either 200 gold or the gratitude of Brielbara

► Marek (49 hp, level seven fighter/thief) and Lothandar will approach you when you first enter this sector and warn you to not interfere with the Iron Throne.

► The locked door to the east of the entrance of this sector leads to the Merchant League, a building guarded by Jacil and a group of blink dogs. Jacil is equipped with arrows +1.

► Arrows of biting and dispelling, potions of healing, hill giant strength, absorption, invulnerability, and mace +1 are on the



**Map of the NE sector of Baldur's Gate. You can enter the Undercellar through the Blushing Mermaid Inn.**

shelf of the store on the east side of this sector, while a large shield +1 can be purchased from the shopkeeper.

➤ When you enter the Blushing Mermaid (in the northwest portion of this sector, only accessible from the west), you'll be confronted by Larze (141 hp, level twelve), an ogre. If you tell him that you're not who he's looking for, and that he should go back and take a look at the picture he has, he'll leave without attacking and you'll earn 900 xp, or you could take him out for 2,000 xp and his gauntlets of weapon expertise. There's an entrance to the Undercellar in the southwest corner of the Blushing Mermaid.

➤ Brielbara, who is waiting outside the Splurging Sturgeon, apparently had an affair with Coran, and the resulting offspring

was cursed by Brielbara's then husband. She'll ask you to help her to remove the curse. If you opt to help out, follow the directions in the quest chart indicated above. There's a mustard jelly on the second floor of the Splurging Sturgeon.

► The temple of Illwater, in the northeast corner of this sector, leads to the Undercellar if you talk to the priest.

► In chapter seven, Ivanne, located in the Blushing Mermaid Inn, will tell you how Scar died if you pay him ten gold.

**NPCs in this sector:** Bork, Brielbara, Jacil, Lantanara, Larze, Lothander, Lusselyn, Marek, Mr. Shade, and Vivienne; chapter seven: Ivanne

**Enemies in this sector:** Blink dogs, Jacil, and mustard jelly

**Magic items in this sector:** Arrows +1, arrows of biting and arrows of dispelling, mace +1, large shield +1, gauntlets of weapon expertise, potions of absorption, healing, hill giant strength, and invulnerability

## 51. CHAPTER SEVEN: CHAPTER TIPS, THIEVES' MAZE, AND UNDERCITY

### General Tips/ Walk-Through

► Flaming Fist enforcers will confront you throughout this chapter, only they'll no longer be working for Scar, who has been





murdered. If you ever talk to the Flaming Fist guards, you'll have to either fight them, damaging your reputation, or surrender to them. If you surrender, you'll be taken to Flaming Fist headquarters (sector 45) and be confronted by Angelo. Don't insult him, or you'll lose a party member. Thrown in prison, you'll be able to escape with Neb's help (talk to him several times). Neb's answers are (you only have to answer one correctly): 33 murders, mirror, and tomorrow. Once you've been captured once, you'll be attacked on sight by Flaming Fist enforcers. Run away from them, instead of attacking them, or your reputation will go through the floor.

► If you don't want to confront the Flaming Fist enforcers, use the sewers to move around Baldur's Gate and scout above ground with a character equipped with boots of speed, which will allow that character to lead Flaming Fist enforcers hopelessly away from your party.

► Your goals in this chapter consist of: a) going to the Iron Throne building and confronting Cythandria and taking Sarevok's diary; b) killing the assassins in the Undercellar to get an invitation to Sarevok's coronation; c) disrupting the coronation (perhaps stopping to save Eltan in Flaming Fist headquarters along the way); d) pursuing Sarevok to the Thieves' Guild and then to the Undercity.




► Arriving at the Iron Throne, you'll discover that Sarevok has abandoned the Iron Throne in order to pursue his ambitions of becoming a Grand Duke. Gregor, son of Brunos, will attack you if you admit to being the person accused of his father's murder, but will ignore you if you indicate you're looking for Sarevok. Gregor is carrying a short sword +1. Kalessia, another NPC in the Iron Throne building, is wearing a robe of cold resistance.



► At the top of the Iron Throne building you'll be confronted by Cythandria (66 hp, level eleven), who is protected by two ogres. If she's losing the fight, Cythandria will beg for mercy and tell you that you'll find what you're looking for in the Undercellar. If you're feeling particularly ruthless, you can kill off Cythandria for her robe of cold resistance.

► In the middle of the Undercellar, you'll be confronted by two assassins, Slythe (71 hp, level 13 fighter/thief) and Krystin (54 hp, level 13 mage), who have already eliminated one of the Grand Dukes, Entar Silvershield. They'll immediately attack you, and Slythe is particularly dangerous, since he is hasted and blurred. Cast a dispel magic spell as soon as possible, and haste a few of your own fighters (or use oil of speed) to even the odds. The assassins are also vulnerable to charm spells, so you can use them against each other. A hold person spell can quickly end the battle, although the assassins usually make their saving throws. Wiping the thugs out, you'll discover that they are equipped with a short sword of backstabbing, sling +1, bullets +1, bullets +2, dagger +2, Longtooth: Grave Binder, scrolls of flame arrow, clairvoyance, monster summoning, nondetection, protection from normal missiles, skull touch, vampiric touch and a couple of notes (including an invitation to Sarevok's coronation, which you should keep).

► Travel to the Duchal Palace and show Bill the guard your invitation to the coronation of Sarevok, and you'll be allowed into the Duchal Palace. Make sure you have Sarevok's diary (from the Iron Throne room) and/or the notes from the assassins in the Undercellar prior to entering. Take a few giant strength potions and use oil of speed or cast haste on your characters prior to entering. After the coronation speech, the noblemen will turn into greater doppelgangers, and they will try to kill the remain-



ing dukes. While the Flaming Fist enforcers will assist you, you must ensure that at least one of the dukes survives. Cast a dispel magic spell on the greater dopplegangers to slow them down. Once the dopplegangers are dead, you'll have to briefly fight Sarevok, but after you get a few hits in on him he'll disappear. Talk to the dukes and you'll be transported to the Thieves' Guild.

► In the Duchal Palace, there are the following items: bastard sword +1, splint mail +1, and various protection and mage scrolls.

**NPCs in this sector:** Brennan Risling, Cythandria, Dhanial, Gregor, Kalessia, Kolvar, Krystin, Pang Wallen, Slythe, Tralithan, and Wirthing

**Enemies in this sector:** Arghh, Cythandria, greater dopplegangers, Gregor, Jonavin, Sarevok, and Ughh

**Magic items in this sector:** Splint mail +1, bastard sword +1, short sword +1, robes of cold resistance, short sword of backstabbing, sling +1, bullets +1, bullets +2, dagger +2, Longtooth: Grave Binder, scrolls of flame arrow, clairvoyance, monster summoning, nondetection, protection from normal missiles, skull touch, and vampiric touch

## Thieves' Maze

► You won't be able to access the Thieves' Maze until chapter seven, at which time you'll be able to enter the maze through a staircase in the Thieves' Guild. The initial few enemies in the maze aren't too tough, consisting of various types of oozes and similar creatures. Start moving slowly once you hit the doom guards, however, as they are tough opponents, and you definitely don't want to get too many of them onscreen at once.





The dangerous Thieves' maze. Look out for the Skeleton Warriors in the NE corner of the maze, in particular.

► After you pass a couple of doom guards, you'll have to face some fearsome skeleton warriors in one of the toughest battles in the game. There are two skeleton warrior archers waiting down a corridor made dangerous by a series of lightning and fireball traps. The skeleton warriors are virtually immune to magic spells (90 percent magical resistance) and their arrows act like arrows of fire, even though they are not magical. Send a thief (hasted or wearing boots of speed) up the corridor to disarm the traps (you can disarm the first couple before you'll encounter the skeleton warriors) and then flee back down the corridor to try to lure the skeleton warriors back to your party, one at a time. You can ambush the skeleton warriors when they pursue your characters around the nearby corner. Fighters using maces or other blunt weapons works best against the skeleton



warriors. You can also use animated undead of your own, or summoned monsters, to draw the fire of the animated undead.

► There are several additional traps in the maze, so continue to use a thief to scout the maze. There are some invisible stalkers and additional skeleton warriors, but none of them has a ranged attack. Your thief, equipped with boots of speed, should be able to take them all out alone, using stealth and backstabbing and constant retreats, but if you want to speed things along, have your other characters help out with the invisible stalkers at least, since they are vulnerable to most offensive spells.

**NPCs in the maze:** Voleta Stiletto and Winski Perorate

**Enemies in the maze:** Doom guards, green slime, invisible stalkers, mustard and ochre jelly, and skeleton warriors

**Magic items in the maze:** Some of the skeleton warriors are carrying two-handed swords +1

## Undercity/End Game

► A powerful group of Iron Throne members is hunting for Saverok near the middle of this sector. Consisting of both fighters and mages (and an ogre companion), they are dangerous adversaries. They tend to cast fireballs (and use arrows of detonation) to start the combat, so you're better off summoning some monsters or animating some dead to use as targets to draw fire away from your party. Stinking cloud or other area of effect spells such as web or fireball work particularly well for this combat, as the group is close together. Concentrate on taking out the mages first, before they can take cause havoc in your party. They are equipped with the following magical items: studded leather +1, traveler's robe, arrows of biting, arrows of ice, arrows of fire, arrows of detonation, and long sword +1.





An area map of the Undercity, the underground lair of Sarevok.  
Be ready for a fearsome battle when you open the door  
to the main building in the NW of this sector.

► Tamako will confront you in this sector, and will challenge you to fight her prior to getting to Sarevok. Tamako's a powerful opponent, but she doesn't have any backup (although some skeleton warriors are nearby), so she should go down fairly easily to the combined might of your party. She's equipped with full platemail +1: Plate of the Dark, long sword +1, and a large shield +1, so she's worth taking out even if you can talk her into a peaceful solution.

► Sarevok's (135 hp, level 15 fighter) lair is in the northwest corner of the Undercity. Protecting him are Samaj (50 hp, level eleven mage), Angelo (87 hp, level eleven), and Tazok (98 hp, level nine fighter/thief), even if you killed him in the bandit





camp. There are several traps in the center of the room (avoid the skull symbol altogether) and several more along the sides. Use a thief to clear away the traps along the sides, and arm your party with the best missile weapons they have. If you have them, use protection from magic scrolls and potions of freedom. Sarevok is immune to magic, but his accomplices are not, and you can hit them with fireballs until they go down. You might want to cast a silence 15 foot radius or miscast magic spell on Samaj as well. Create lots of summoned monsters/creatures and animated undead to use as cannon fodder. If you charge into the room, you won't last 30 seconds. Try to lure only a couple of enemies into view at a time.

► The game will end as soon as you take down Sarevok, so you don't even need to take out his allies, although your job will be easier if you do. By concentrating your missile weapon fire at Sarevok you'll take him down fairly quickly. He's a tough opponent to go toe-to-toe with, so you should lure him into chasing one character around while the others pummel him with ranged weapons.

**NPCs in the Undercity:** Carston (70 hp, level nine), Gorf (108 hp, level nine), Haseo (68 hp, level nine), Rahvin (76 hp, level nine), Shaldrissa (39 hp, level eleven), Tamako, and Wudei (55 hp, level seven)




**Enemies in the Undercity:** Angelo, Carston, ghosts, ghouls, Gorf, Haseo, Rahvin, Samaj, Shaldrissa, Sarevok, skeletons, skeleton warriors, Tazok, Wudei, and zombies

**Magic items in the Undercity:** Studded leather +1, traveler's robe, arrows of biting, arrows of ice, arrows of fire, arrows of detonation, long sword +1, full platemail +1: Plate of the Dark, and a large shield +1



# CHAPTER SIX

Items



The following list provides detailed statistics on all of the weapons, armor, potions and miscellaneous magic items that can be found in the Sword Coast. The sector(s) where a particular item can be located are indicated in parentheses next the name of each item. A separate list, by area sector, details the locations of every magic item that can be found in each such sector.

## WEAPONS

### Axes

#### *Battle Axe*

**Damage and Damage Type:** 1d8, slashing

**Weight:** 7

**Speed Factor:** 7

**Proficiency:** Axe

**Type:** One-handed

**Not Usable by the Following Classes:** druid, cleric, mage, thief

#### *Battle Axe +1 (5), (42)*

**Damage and Damage Type:** 1d8+1, slashing

**Weight:** 7

**Speed Factor:** 6

**Proficiency:** Axe

**Type:** One-handed

**Not Usable by the Following Classes:** druid, cleric, mage, thief





## *Battle Axe +2: Battleaxe of Mauletar (48)*

**Damage and Damage Type:** 1d8+2, slashing

**Weight:** 5

**Speed Factor:** 5

**Proficiency:** Axe

**Type:** One-handed

**Not Usable by the Following Classes:** druid, cleric, mage, thief

## *Throwing Axe*

**Damage and Damage Type:** 1d6+1, missile (piercing)

**Weight:** 5

**Speed Factor:** 4

**Proficiency:** Axe

**Type:** One-handed

**Not Usable by the Following Classes:** druid, cleric, mage, thief

## *Throwing Axe +2 (1)*

**Damage and Damage Type:** 1d6+3, melee (slashing), missile (piercing). Returns to user's hands when thrown

**Weight:** 3

**Speed Factor:** 2

**Proficiency:** Axe

**Type:** One-handed

**Not Usable by the Following Classes:** druid, cleric, mage, thief



# Blunt Weapons

## *Club*

**Damage and Damage Type:** 1d6, crushing

**Weight:** 3

**Speed Factor:** 4

**Proficiency:** Blunt weapons

**Type:** One-handed

**Not Usable by the Following Classes:** mage

## *Mace*

**Damage and Damage Type:** 1d6+2, crushing

**Weight:** 8

**Speed Factor:** 6

**Proficiency:** Blunt weapons

**Type:** One-handed

**Not Usable by the Following Classes:** druid, mage, thief

## *Mace +1 (5), (44), (45), (50)*

**Damage and Damage Type:** 1d6+1, crushing

**Weight:** 8

**Speed Factor:** 7

**Proficiency:** Blunt weapons

**Type:** One-handed

**Not Usable by the Following Classes:** druid, mage, thief



## *Quarter Staff*

**Damage and Damage Type:** 1d6, crushing

**Weight:** 4

**Speed Factor:** 4

**Proficiency:** Blunt weapons

**Type:** Two-handed

**Not Usable by the Following Classes:** n/a

## *Quarter Staff +1 (5)*

**Damage and Damage Type:** 1d6+1, crushing

**Weight:** 4

**Speed Factor:** 3

**Proficiency:** Blunt weapons

**Type:** Two-handed

**Not Usable by the Following Classes:** n/a

## *War Hammer*

**Damage and Damage Type:** 1d4+1, crushing

**Weight:** 6

**Speed Factor:** 4

**Proficiency:** Blunt weapons

**Type:** One-handed

**Not Usable by the Following Classes:** druid, mage, thief





## *War Hammer +1 (1), (32), (34), (44)*

**Damage and Damage Type:** 1d4+2, crushing

**Weight:** 6

**Speed Factor:** 3

**Proficiency:** Blunt weapons

**Type:** One-handed

**Not Usable by the Following Classes:** druid, mage, thief

## *War Hammer +2: Ashideena (19)*

**Damage and Damage Type:** 1d4+3 (+1 electrical)

**Weight:** 5

**Speed Factor:** 2

**Proficiency:** Blunt weapons

**Type:** One-handed

**Not Usable by the Following Classes:** druid, mage, thief

# Bows

## *Arrow*

**Damage and Damage Type:** 1d6 (piercing)

**Weight:** 0

**Speed Factor:** n/a

**Proficiency:** Bow

**Type:** n/a

**Not Usable by the Following Classes:** druid, cleric, mage



*Arrow +1 (1), (5), (7), (25), (29), (30), (32), (38), (40), (42), (45), (50)*

**Damage and Damage Type:** 1d6 +1 (piercing)

**Weight:** 0

**Speed Factor:** n/a

**Proficiency:** Bow

**Type:** n/a

**Not Usable by the Following Classes:** druid, cleric, mage

*Arrow +2 (5), (24), (42)*

**Damage and Damage Type:** 1d6 +2 (piercing)

**Weight:** 0

**Speed Factor:** n/a

**Proficiency:** Bow

**Type:** n/a

**Not Usable by the Following Classes:** druid, cleric, mage

*Arrows of Slaying (ogre mage) (42)*

**Damage and Damage Type:** 1d6 (slays a specific creature upon touch)

**Weight:** 0

**Speed Factor:** n/a

**Proficiency:** Bow

**Type:** n/a

**Not Usable by the Following Classes:** druid, cleric, mage



### *Acid Arrows (7), (26), (34), (40), (42)*

**Damage and Damage Type:** 1d6+1, special 2d6 acid damage

**Weight:** 0

**Speed Factor:** n/a

**Proficiency:** Bow

**Type:** n/a

**Not Usable by the Following Classes:** druid, cleric, mage

### *Arrows of Biting (5), (20), (21), (22), (26), (34), (40), (42), (50), (51)*

**Damage and Damage Type:** An additional 30 percent of maximum hp within 20 seconds unless save vs. death made

**Weight:** 0

**Speed Factor:** n/a

**Proficiency:** Bow

**Type:** n/a

**Not Usable by the Following Classes:** druid, cleric, mage

### *Arrows of Detonation (42), (51)*

**Damage and Damage Type:** 1d6 + explode into a ball of fire and shrapnel for 6d6 damage

**Weight:** 0

**Speed Factor:** n/a

**Proficiency:** Bow

**Type:** n/a

**Not Usable by the Following Classes:** druid, cleric, mage





## *Arrows of Dispelling (42), (50)*

**Damage and Damage Type:** 1d6 dispel magic effecting target

**Weight:** 0

**Speed Factor:** n/a

**Proficiency:** Bow

**Type:** n/a

**Not Usable by the Following Classes:** druid, cleric, mage

## *Arrows of Fire (13), (21), (24), (26), (27), (28), (42), (45), (48), (51)*

**Damage and Damage Type:** An additional 1d6 of fire damage, avoidable if a save vs. spell is made

**Weight:** 0

**Speed Factor:** n/a

**Proficiency:** Bow

**Type:** n/a

**Not Usable by the Following Classes:** druid, cleric, mage

## *Arrows of Ice (1), (5), (26), (30), (32), (38), (40), (42), (48), (51)*

**Damage and Damage Type:** An additional 1d6 of cold damage, no save

**Weight:** 0

**Speed Factor:** n/a

**Proficiency:** Bow



**Type:** n/a

**Not Usable by the Following Classes:** druid, cleric, mage

## *Arrow of Piercing (+4 to hit) (11), (26), (42), (45)*

**Damage and Damage Type:** 1d6 +6 physical damage unless a saving throw vs. death is made

**Weight:** 0

**Speed Factor:** n/a

**Proficiency:** Bow

**Type:** n/a

**Not Usable by the Following Classes:** druid, cleric, mage

## *Short Bow*

**Damage and Damage Type:** By arrow (normally 1d6), piercing

**Weight:** 2

**Speed Factor:** 6

**Proficiency:** Bow

**Type:** Two-handed

**Not Usable by the Following Classes:** druid, cleric, mage

## *Short Bow +1 (5)*

**Damage and Damage Type:** By arrow +1 (normally 1d6), piercing

**Weight:** 2

**Speed Factor:** 5

**Proficiency:** Bow

**Type:** Two-handed

**Not Usable by the Following Classes:** druid, cleric, mage

### *Eagle Bow: Protector of the Dryads (47)*

**Damage and Damage Type:** By arrow, +2 to hit, +2 damage

**Weight:** 2

**Speed Factor:** 4

**Proficiency:** Bow

**Type:** Two-handed

**Not Usable by the Following Classes:** druid, cleric, mage

### *Long Bow*

**Damage and Damage Type:** By arrow, +1, piercing

**Weight:** 3

**Speed Factor:** 7

**Proficiency:** Bow

**Type:** Two-handed

**Not Usable by the Following Classes:** druid, cleric, mage, thief

### *Long Bow +1 (48)*

**Damage and Damage Type:** By arrow, +2, piercing

**Weight:** 2

**Speed Factor:** 6

**Proficiency:** Bow





**Type:** Two-handed

**Not Usable by the Following Classes:** druid, cleric, mage, thief

## *Long Bow of Marksmanship: The Dead Shot (34)*

**Damage and Damage Type:** By arrow, +3 to hit, +2 damage

**Weight:** 2

**Speed Factor:** 5

**Proficiency:** Bow

**Type:** Two-handed

**Not Usable by the Following Classes:** druid, cleric, mage, thief

## *Composite Long Bow*

**Damage and Damage Type:** By arrow, +2, piercing

**Weight:** 10

**Speed Factor:** 7

**Proficiency:** Bow

**Type:** Two-handed

**Not Usable by the Following Classes:** druid, cleric, mage, thief, bard

## *Composite Long Bow +1 (5)*

**Damage and Damage Type:** By arrow, +3, piercing

**Weight:** 9

**Speed Factor:** 6

**Proficiency:** Bow

**Type:** Two-handed

**Not Usable by the Following Classes:** druid, cleric, mage, thief, bard

## Missile Weapons— Crossbows

### *Bolt*

**Damage and Damage Type:** 1d8, missile (piercing)

**Weight:** 0

**Speed Factor:** n/a

**Proficiency:** Missile weapons

**Type:** n/a

**Not Usable by the Following Classes:** druid, cleric, mage, thief

### *Bolt +1 (5), (7), (42)*

**Damage and Damage Type:** 1d8+1, missile (piercing)

**Weight:** 0

**Speed Factor:** n/a

**Proficiency:** Missile weapons

**Type:** n/a

**Not Usable by the Following Classes:** druid, cleric, mage, thief



### *Bolt +2 (42)*

**Damage and Damage Type:** 1d8+2, missile (piercing)

**Weight:** 0

**Speed Factor:** n/a

**Proficiency:** Missile weapons

**Type:** n/a

**Not Usable by the Following Classes:** druid, cleric, mage, thief

### *Bolt of Biting (7), (42)*

**Damage and Damage Type:** 1d8, missile (piercing), 30 poison damage in 15 seconds (save vs. death for none)

**Weight:** 0

**Speed Factor:** n/a

**Proficiency:** Missile weapons

**Type:** n/a

**Not Usable by the Following Classes:** druid, cleric, mage, thief

### *Bolt of Lightning (7), (42), (43)*

**Damage and Damage Type:** 1d8, plus 4d4 electrical damage

**Weight:** 0

**Speed Factor:** n/a

**Proficiency:** Missile weapons

**Type:** n/a

**Not Usable by the Following Classes:** druid, cleric, mage, thief





## *Light Crossbow*

**Damage and Damage Type:** By bolt

**Weight:** 7

**Speed Factor:** 5

**Proficiency:** Missile weapons

**Type:** Two-handed

**Not Usable by the Following Classes:** druid, cleric, mage, thief

## *Light Crossbow +1 (43)*

**Damage and Damage Type:** By bolt +1

**Weight:** 6

**Speed Factor:** 4

**Proficiency:** Missile weapons

**Type:** Two-handed

**Not Usable by the Following Classes:** druid, cleric, mage, thief

## *Light Crossbow of Speed (5)*

**Damage and Damage Type:** By bolt, +1 damage and to hit, extra attack/round

**Weight:** 5

**Speed Factor:** 3

**Proficiency:** Missile weapons

**Type:** Two-handed

**Not Usable by the Following Classes:** druid, cleric, mage, thief



## *Heavy Crossbow*

**Damage and Damage Type:** By bolt (normally 1d8, piercing)+2

**Weight:** 14

**Speed Factor:** 10

**Proficiency:** Missile weapons

**Type:** Two-handed

**Not Usable by the Following Classes:** druid, cleric, mage, thief

# *Missile Weapons—Darts*

## *Dart*

**Damage and Damage Type:** 1d3, missile (piercing)

**Weight:** 0

**Speed Factor:** 2

**Proficiency:** Missile weapons

**Type:** One-handed

**Not Usable by the Following Classes:** cleric

## *Dart +1 (5), (7), (42)*

**Damage and Damage Type:** 1d3 +1, missile (piercing)

**Weight:** 0

**Speed Factor:** 1

**Proficiency:** Missile weapons

**Type:** One-handed

**Not Usable by the Following Classes:** cleric



## *Darts of Wounding (20), (24), (33), (42)*

**Damage and Damage Type:** 1d3 +20 poison damage in 20 seconds (save vs. death for none)

**Weight:** 0

**Speed Factor:** 2

**Proficiency:** Missile weapons

**Type:** One-handed

**Not Usable by the Following Classes:** cleric

## *Darts of Stunning (1), (33), (42)*

**Damage and Damage Type:** 1d3 + (save vs. spell or be stunned for 7 rounds)

**Weight:** 0

**Speed Factor:** 2

**Proficiency:** Missile weapons

**Type:** One-handed

**Not Usable by the Following Classes:** cleric

# Missile Weapons—Slings

## *Bullet*

**Damage and Damage Type:** 1d4+1 (piercing)

**Weight:** 0

**Speed Factor:** n/a





**Proficiency:** Missile weapons

**Type:** n/a

**Not Usable by the Following Classes:** n/a

*Bullet +1 (5), (7), (38), (42), (49), (51)*

**Damage and Damage Type:** 1d4+2 (piercing)

**Weight:** 0

**Speed Factor:** n/a

**Proficiency:** Missile weapons

**Type:** n/a

**Not Usable by the Following Classes:** n/a

*Bullet +2 (42), (51)*

**Damage and Damage Type:** 1d4+3 (piercing)

**Weight:** 0

**Speed Factor:** n/a

**Proficiency:** Missile weapons

**Type:** n/a

**Not Usable by the Following Classes:** n/a

*Sling*

**Damage and Damage Type:** By bullet (piercing)

**Weight:** 0



**Speed Factor:** 6

**Proficiency:** Missile weapons

**Type:** One-handed

**Not Usable by the Following Classes:** n/a

*Sling +1 (5), (27), (42), (51)*

**Damage and Damage Type:** By bullet +1, piercing

**Weight:** 0

**Speed Factor:** 5

**Proficiency:** Missile weapons

**Type:** One-handed

**Not Usable by the Following Classes:** n/a

## Spears

*Halberd*

**Damage and Damage Type:** 1d10, piercing

**Weight:** 15

**Speed Factor:** 9

**Proficiency:** Spear

**Type:** Two-handed

**Not Usable by the Following Classes:** druid, cleric, mage, thief

*Halberd +1 (14)*

**Damage and Damage Type:** 1d10+1, piercing

**Weight:** 14

**Speed Factor:** 8

**Proficiency:** Spear

**Type:** Two-handed

**Not Usable by the Following Classes:** druid, cleric, mage, thief

## *Halberd +2: Suryris' Blade (44)*

**Damage and Damage Type:** 1d10+2, piercing

**Weight:** 12

**Speed Factor:** 7

**Proficiency:** Spear

**Type:** Two-handed

**Not Usable by the Following Classes:** druid, cleric, mage, thief

## *Spear*

**Damage and Damage Type:** 1d6

**Weight:** 5

**Speed Factor:** 6

**Proficiency:** Spear

**Type:** Two-handed

**Not Usable by the Following Classes:** cleric, mage, thief

## *Spear +1 (40), (45)*

**Damage and Damage Type:** 1d6+1

**Weight:** 5

**Speed Factor:** 5



**Proficiency:** Spear

**Type:** Two-handed

**Not Usable by the Following Classes:** cleric, mage, thief

## Spiked Weapons

### *Flail*

**Damage and Damage Type:** 1d6+1, crushing

**Weight:** 15

**Speed Factor:** 7

**Proficiency:** Spiked weapons

**Type:** One-handed

**Not Usable by the Following Classes:** druid, mage, thief

### *Flail+1 (15), (33)*

**Damage and Damage Type:** 1d6+2, crushing

**Weight:** 13

**Speed Factor:** 6

**Proficiency:** Spiked weapons

**Type:** One-handed

**Not Usable by the Following Classes:** druid, mage, thief

### *Morning Star*

**Damage and Damage Type:** 2d4, crushing

**Weight:** 12



**Speed Factor:** 7

**Proficiency:** Spiked weapons

**Type:** One-handed

**Not Usable by the Following Classes:** druid, mage, thief

## *Morning Star +1 (1), (27), (29), (40)*

**Damage and Damage Type:** 2d4+1, crushing

**Weight:** 10

**Speed Factor:** 6

**Proficiency:** Spiked weapons

**Type:** One-handed

**Not Usable by the Following Classes:** druid, mage, thief

## *Sword (Small)*

### *Dagger*

**Damage and Damage Type:** 1d4, piercing

**Weight:** 1

**Speed Factor:** 2

**Proficiency:** Sword (small)

**Type:** One-handed

**Not Usable by the Following Classes:** cleric



## *Dagger (throwing)*

**Damage and Damage Type:** 1d4, missile (piercing)

**Weight:** 1

**Speed Factor:** 2

**Proficiency:** Sword (small)

**Type:** One-handed

**Not Usable by the Following Classes:** cleric

## *Dagger of Venom (5)*

**Damage and Damage Type:** 1d4+2 (poison damage, 6 points per round up to 15)

**Weight:** 2

**Speed Factor:** 0

**Proficiency:** Sword (small)

**Type:** One-handed

**Not Usable by the Following Classes:** cleric

## *Dagger +1 (5), (26), (33), (42), (44), (47)*

**Damage and Damage Type:** 1d4+1

**Weight:** 1

**Speed Factor:** 1

**Proficiency:** Sword (small)

**Type:** One-handed

**Not Usable by the Following Classes:** cleric





## *Dagger +2: Heart of the Golem (24), (47)*

**Damage and Damage Type:** 1d4+2

**Weight:** 1

**Speed Factor:** 0

**Proficiency:** Sword (small)

**Type:** One-handed

**Not Usable by the Following Classes:** cleric

## *Dagger +2 Longtooth: Grave Binder (51)*

**Damage and Damage Type:** 1d6+2

**Weight:** 1

**Speed Factor:** 0

**Proficiency:** Sword (small)

**Type:** One-handed

**Not Usable by the Following Classes:** cleric

## *Short Sword*

**Damage and Damage Type:** 1d6, piercing

**Weight:** 3

**Speed Factor:** 3

**Proficiency:** Sword (small)

**Type:** One-handed

**Not Usable by the Following Classes:** cleric, druid, mage



## *Short Sword +1 (5), (10), (13), (34), (44), (45), (49)*

**Damage and Damage Type:** 1d6+1, piercing

**Weight:** 2

**Speed Factor:** 3

**Proficiency:** Sword (small)

**Type:** One-handed

**Not Usable by the Following Classes:** cleric, druid, mage

## *Short Sword +2: The Whistling Sword (19)*

**Damage and Damage Type:** 1d6+2, piercing

**Weight:** 2

**Speed Factor:** 1

**Proficiency:** Sword (small)

**Type:** One-handed

**Not Usable by the Following Classes:** cleric, druid, mage

## *Short Sword of Backstabbing: the Shadow's Blade (51)*

**Damage and Damage Type:** 1d6+3, piercing

**Weight:** 3

**Speed Factor:** 0

**Proficiency:** Sword (small)



**Type:** One-handed

**Not Usable by the Following Classes:** cleric, druid, mage

## *Moonblade (+3 to hit) (13)*

**Damage and Damage Type:** 1d8+3, slashing

**Weight:** 4

**Speed Factor:** 5

**Proficiency:** Sword (small)

**Type:** One-handed

**Not Usable by the Following Classes:** Anyone other than Xan

## Sword (Large)

### *Bastard Sword*

**Damage and Damage Type:** 2d4, slashing

**Weight:** 10

**Speed Factor:** 8

**Proficiency:** Sword (large)

**Type:** One-handed

**Not Usable by the Following Classes:** druid, cleric, mage, thief

### *Bastard Sword +1 (5), (42), (51)*

**Damage and Damage Type:** 2d4+1, slashing

**Weight:** 9

**Speed Factor:** 7





**Proficiency:** Sword (large)

**Type:** One-handed

**Not Usable by the Following Classes:** druid, cleric, mage, thief

## *Bastard Sword +1/+3 vs. Shapeshifters: Kondar (36) or (45)*

**Damage and Damage Type:** 2d4+1, +3 vs. shapeshifters, slashing

**Weight:** 9

**Speed Factor:** 7

**Proficiency:** Sword (large)

**Type:** One-handed

**Not Usable by the Following Classes:** druid, cleric, mage, thief

## *Long Sword*

**Damage and Damage Type:** 1d8, slashing

**Weight:** 4

**Speed Factor:** 5

**Proficiency:** Sword (large)

**Type:** One-handed

**Not Usable by the Following Classes:** druid, cleric, mage

## *Long Sword +1 (5), (16), (27), (28), (29), (42), (43), (44), (45), (48), (49), (51)*

**Damage and Damage Type:** 1d8+1, slashing

**Weight:** 4



**Speed Factor:** 4

**Proficiency:** Sword (large)

**Type:** One-handed

**Not Usable by the Following Classes:** druid, cleric, mage

### *Long Sword +2: Varcona (13)*

**Damage and Damage Type:** 1d8+2 (and an additional +1 cold damage), slashing

**Weight:** 3

**Speed Factor:** 3

**Proficiency:** Sword (large)

**Type:** One-handed

**Not Usable by the Following Classes:** druid, cleric, mage

### *+3 Scimitar, Frostbrand (18)*

**Damage and Damage Type:** 1d8+3, +3 slashing

**Weight:** 4

**Speed Factor:** 2

**Proficiency:** Sword (large)

**Type:** One-handed

**Not Usable by the Following Classes:** cleric, mage

### *+5 Scimitar, Defender: Twinkle (18)*

**Damage and Damage Type:** 1d8+3, +3 slashing, +2 AC bonus

**Weight:** 4



**Speed Factor:** 2

**Proficiency:** Sword (large)

**Type:** One-handed

**Not Usable by the Following Classes:** cleric, mage (not usable by neutral or evil characters)

## *Two-Handed Sword*

**Damage and Damage Type:** 1d10, slashing

**Weight:** 15

**Speed Factor:** 10

**Proficiency:** Sword (large)

**Type:** Two-handed

**Not Usable by the Following Classes:** druid, cleric, mage, thief

## *Two-Handed Sword +1 (25), (51)*

**Damage and Damage Type:** 1d10+1, slashing

**Weight:** 12

**Speed Factor:** 9

**Proficiency:** Sword (large)

**Type:** Two-handed

**Not Usable by the Following Classes:** druid, cleric, mage, thief

## *Two-Handed Sword, Cursed Berserking +3 (21)*

**Damage and Damage Type:** 1d10+3, slashing (causes the wielder to go berserk, can only be removed with a remove curse spell)





**Weight:** 15

**Speed Factor:** 10

**Proficiency:** Sword (large)

**Type:** Two-handed

**Not Usable by the Following Classes:** druid, cleric, mage, thief

## *Spider's Bane (37)*

**Damage and Damage Type:** 1d10+2 (protects wielder from magic that affects movement, such and web

**Weight:** 10

**Speed Factor:** 8

**Proficiency:** Sword (large)

**Type:** Two-handed

**Not Usable by the Following Classes:** druid, cleric, mage, thief

# ARMOR TYPES

## helmets

### *Helmet*

**AC:** None

**Special Abilities:** Protects against critical hits

**Weight:** 2

**Not Usable By:** mage, bard, thief



### *Helm of Balduran (48)*

**AC:** Bonus +1

**Special Abilities:** Protects against critical hits, +5 hp, +1 saving throw bonus

**Weight:** 1

**Not Usable By:** mage, bard, thief

### *Helm of Defense (22)*

**AC:** None

**Special Abilities:** Protects against critical hits, +1 saving throws, +20 percent electrical, cold, fire resistance,

**Weight:** 3

**Not Usable By:** mage, bard, thief

### *Helm of Glory: Helm of the Noble (49)*

**AC:** Bonus +1

**Special Abilities:** Protects against critical hits, +1 charisma

**Weight:** 2

**Not Usable By:** mage, bard, thief

### *Helmet of Infravision (10)*

**AC:** None

**Special Abilities:** Protects against critical hits, grants infravision to wearer

**Weight:** 3

**Not Usable By:** mage, bard, thief



# Shields

## *Buckler*

**AC:** Bonus +1

**Special Abilities:** No missile weapon or piercing attack protection

**Weight:** 2

**Not Usable By:** mage

## *Small Shield*

**AC:** Bonus +1

**Special Abilities:** No missile weapon protection

**Weight:** 3

Not Usable By: bard, druid, mage, thief

## *Small Shield +1 (5), (40), (49)*

**AC:** Bonus +1

**Special Abilities:** No missile weapon protection

**Weight:** 3

**Not Usable By:** bard, druid, mage, thief

## *Medium Shield*

**AC:** Bonus +1

**Special Abilities:** n/a

**Weight:** 7

**Not Usable By:** bard, druid, mage, thief





## *Medium Shield +1 (5), (34), (45)*

**AC:** Bonus +2

**Special Abilities:** n/a

**Weight:** 6

**Not Usable By:** bard, druid, mage, thief

## *Large Shield*

**AC:** Bonus +1

**Special Abilities:** +1 vs. missile weapons

**Weight:** 14

**Not Usable By:** bard, druid, mage, thief

## *Large Shield +1 (5), (10), (42), (45), (50), (51)*

**AC:** Bonus +2

**Special Abilities:** +1 vs. missile weapons

**Weight:** 12

**Not Usable By:** bard, druid, mage, thief

# Mage Robes

## *Adventurer's Robe (7), (29), (40), (48)*

**AC:** n/a

**Special Abilities:** AC+1 vs. crushing weapons, +1 saving throw vs. petrification/polymorph



**Weight:** 4

**Not Usable By:** Only usable by mages

### *Knave's Robe (11), (24), (28), (46), (49)*

**AC:** n/a

**Special Abilities:** AC+1 vs. slashing weapons, +1 saving throw vs. death

**Weight:** 4

**Not Usable By:** Only usable by mages

### *Mage Robe of Cold Resistance (31), (40), (42), (44)*

**AC:** n/a

**Special Abilities:** +20 percent bonus to cold resistance

**Weight:** 3

**Not Usable By:** Only usable by mages

### *Mage Robe of Electrical Resistance (27), (31), (42), (45), (48)*

**AC:** n/a

**Special Abilities:** +20 percent bonus to electrical resistance

**Weight:** 3

**Not Usable By:** Only usable by mages



## *Mage Robe of Fire Resistance* (18), (31), (34), (42)

**AC:** n/a

**Special Abilities:** +20 percent bonus to fire resistance

**Weight:** 3

**Not Usable By:** Only usable by mages

## *Robe of the Evil Archmagi (40)*

**AC:** 5

**Special Abilities:** Magic resistance 5 percent, +1 saving throw bonus

**Weight:** 6

**Not Usable By:** Only usable by evil-aligned mages

## *Robe of the Good Archmagi (7)*

**AC:** 5

**Special Abilities:** Magic resistance 5 percent, +1 saving throw bonus

**Weight:** 6

**Not Usable By:** Only usable by good-aligned mages

## *Robe of the Neutral Archmagi (7)*

**AC:** 5

**Special Abilities:** Magic resistance 5 percent, +1 saving throw bonus





**Weight:** 6

**Not Usable By:** Only usable by neutral-aligned mages

## *Traveler's Robe (5), (40), (51)*

**AC:** n/a

**Special Abilities:** +1 bonus vs. missile weapons, +1 saving throw vs. breath

**Weight:** 4

**Not Usable By:** mage

# Armor

## *Leather*

**AC:** 8

**Special Abilities:** n/a

**Weight:** 15

**Not Usable By:** mage

## *Leather +1 (5), (42)*

**AC:** 7

**Special Abilities:** n/a

**Weight:** 10

**Not Usable By:** mage



## *Leather +2: Protector of the Second (24)*

**AC:** 6

**Special Abilities:** n/a

**Weight:** 5

**Not Usable By:** mage

## *Studded Leather*

**AC:** 7

**Special Abilities:** n/a

**Weight:** 25

**Not Usable By:** mage

## *Studded Leather +1 (24), (40), (42), (44), (51)*

**AC:** 6

**Special Abilities:** n/a

**Weight:** 15

**Not Usable By:** mage

## *Chainmail*

**AC:** 5

**Special Abilities:** n/a

**Weight:** 40

**Not Usable By:** druid, mage, thief



## *Chainmail +1 (1), (5), (24), (33)*

**AC:** 4

**Special Abilities:** n/a

**Weight:** 20

**Not Usable By:** druid, mage, thief

## *Mithril Chainmail +4 (18)*

**AC:** 1

**Special Abilities:** Allows spell-casting

**Weight:** 7

**Not Usable By:** druid, mage, thief

## *Shadow Armor (5)*

**AC:** 4

**Special Abilities:** +15 percent hide in shadows

**Weight:** 8

**Not Usable By:** Only usable by thieves

## *Splint Mail*

**AC:** 4

**Special Abilities:** n/a

**Weight:** 40

**Not Usable By:** bard, druid, mage, thief





## *Splint Mail +1 (48), (51)*

**AC:** 3

**Special Abilities:** n/a

**Weight:** 20

**Not Usable By:** bard, druid, mage, thief

## *Platemail*

**AC:** 3

**Special Abilities:** n/a

**Weight:** 50

**Not Usable By:** bard, druid, mage, thief

## *Platemail +: Fallorain's Plate (40)*

**AC:** 2

**Special Abilities:** n/a

**Weight:** 20

**Not Usable By:** bard, druid, mage, thief

## *Full Platemail*

**AC:** 1

**Special Abilities:** n/a

**Weight:** 70

**Not Usable By:** bard, druid, mage, thief



## *Ankheg Platemail*

**AC:** 1

**Special Abilities:** n/a

**Weight:** 25

**Not Usable By:** bard, druid, mage, thief

## *Full Platemail +1: Plate of the Dark (51)*

**AC:** 0

**Special Abilities:** n/a

**Weight:** 35

**Not Usable By:** bard, druid, mage, thief

# POTIONS

Potions are extremely useful for a variety of purposes. Giant strength potions can allow you to break down barriers that would otherwise have barred your party's progress, while elixirs and potions of healing will sooth your party's wounds. Many of the potions listed below are useful for battling creatures that would otherwise be extremely dangerous. Before you go into battle with ettercaps and spiders, ensure that your party is equipped with potions of freedom, and prior to entering the lair of a basilisk, take the time to purchase and use potions of mirrored eyes. Beware of cursed potions, which you'll generally be able to distinguish from their safe counterparts by color.



## Antidote *(1), (4), (6), (10), (11), (14), (20), (38), (42), (43), (44), (45), (46), (49)*

A green potion that cures poison.

## Antidote (cursed) *(1), (26), (33), (42), (43), (44), (45), (46)*

A purple potion that seems to be a poison antidote, but in fact curses the drinker with lethargy.

## Bottle of Wine *(5)*

Not magical, but located in Beregost and needed to solve a quest initiated in the Friendly Arm Inn.

## Elixir of Health *(1), (4), (6), (7), (10), (20), (23), (40), (42), (43), (45), (46), (49)*

Cures poison and 10 hp.

## Oil of Fiery Burning *(24), (26), (29), (34), (42), (43), (45), (48)*

Burst into flame inflicting 5d6 to all within immediate area around the potion. Can be hurled 40 feet.





## Oil of Speed

*(1), (25), (34), (42), (46)*

White in color, this potion increases the movement and combat capabilities of imbiber by 100 percent, doubling attack abilities but not affecting spell-casting.

## Oil of Speed (Cursed)

*(34), (42), (43), (49)*

Rainbow colored, this potion will appear to be oil of speed, but when used this potion curses the imbiber with confusion.

## Potion of Absorption

*(13), (20), (26), (29), (42), (43), (45), (50)*

+10 AC bonus from crushing attacks, 100 percent immunity to electrical attacks for ten turns.

## Potion of Agility

*(5), (42), (43), (44), (45)*

Raises the dexterity of the imbiber to 18, affecting armor class and missile attack adjustment, lasting 15 turns.



## Potion of Clarity *(1), (42)*

Prevents feeblemind, confusion, fear, and charm for five turns.

## Potion of Cold Resistance *(7), (17), (42), (43), (45)*

Confers a 50 percent resistance to cold-based attacks on the imbiber, lasts for ten turns.

## Potion of Cloud Giant Strength *(33), (42)*

Raises imbiber's strength up to 23 for ten turns.

## Potion of Defense *(42), (43), (47)*

Improves armor class to 0, lasts ten turns.

## Potion of Explosions *(7), (29), (40), (43), (49)*

Explodes into a burning ball of fire upon impact (6d6 damage, save vs. spell for half) .



## Potion of Firebreath

(34), (40), (42), (43)

Drinker capable of spewing an arc of fire that does 6d10 damage to the target with a save vs. breath weapon for half.

## Potion of Fire Giant Strength

(30), (40), (42)

Raises imbiber's strength up to 22 for ten turns.

## Potion of Fire Resistance

(1), (7), (15), (25), (42), (43), (45)

Confers a 50 percent resistance to fire-based attacks on the imbiber, lasts for ten turns.

## Potion of Fortitude

(1), (34), (38), (42)

Raiders imbiber's constitution to 18 for 15 turns.

## Potion of Freedom

(7), (24), (38), (42), (43), (45)

Acts like the spell free action when consumed. The drinker becomes completely immune to any effects which hinder action or movement, lasts for ten turns.





## Potion of Frost Giant Strength

(1), (24), (40), (42), (49)

Raises imbiber's strength up to 21 for ten turns.

## Potion of Genius

(1), (4), (26), (42), (44), (49)

Increases imbiber's intelligence temporarily by four, up to a maximum of 25.

## Potion of Healing (1), (4),

(6), (7), (8), (10), (13), (14), (18), (25), (26), (34),  
(38), (40), (42), (43), (44), (45), (46), (49), (50)

Restores nine hit points.

## Potion of Healing (Cursed) (42), (43)

A cursed, metallic red colored potion.



## Potion of Heroism

*(1), (5), (23), (27), (36), (42), (47), (49)*

+10 percent hit points, THACO set to 90 percent of current base, duration ten turns, usable only by fighters, rangers, and paladins.

## Potion of Hill Giant Strength

*(17), (24), (26), (42), (43), (45), (50)*

Raises imbiber's strength up to 19 for ten turns.

## Potion of Infravision

*(7), (20), (42), (43)*

Grants infravision up to 120 feet for 20 turns or until dispelled.

## Potion of Insight

*(4), (7), (42), (43), (45)*

Raise wisdom of person to 18 for approximately six hours or until dispelled.

## Potion of Insulation

*(7), (42), (43), (44)*

Grants 50 percent resistance to electrical damage to imbiber, lasts for ten turns or until dispelled.



## Potion of Invisibility

*(1), (24), (42), (43), (45), (49)*

Invisibility for 12 hours, combat ends the effect.

## Potion of Invulnerability

*(1), (38), (40), (42), (39)*

Sets AC to 0, +5 saving throws, lasts five hours (fighter classes only).

## Potion of Magic Blocking

*(7), (24), (34), (42)*

Drinker given immunity to all spells up to and including fifth level. Effect will last for five rounds.

## Potion of Magic Protection

*(33), (40), (42), (43), (45)*

Drinker given 50 percent resistance to all magic, lasting for ten rounds.





## Potion of Magic Shielding *(40), (42), (43), (45)*

Drinker given 50 percent resistance to all forms of magic damage, all saving throws made automatically.

## Potion of Master Thievery *(40), (42), (43), (45)*

+40 percent lockpicking, +40 percent pickpockets, duration three hours.

## Potion of Mind Focusing *(4), (7), (42)*

+3 intelligence, +3 dexterity for twelve hours.

## Potion of Mirrored Eyes *(7), (26), (40), (42)*

Drinker is protected from all forms of petrification, including gaze attacks, lasting for ten rounds.

## Potion of Perception *(7), (42)*

Heightens perception, making thieving skills more likely to succeed (+20 percent bonus), for six hours.



## Potion of Power *(24), (27), (42)*

Effectively raises the imbiber's level: THACO: set to 80 percent of current base, hit points +20 percent temporary, hide in shadows +20 percent, pick pockets +20 percent, pick locks +20 percent, find/remove traps +20 percent.

## Potion of Regeneration *(7), (42), (43), (45)*

Imbues the drinker with the regeneration ability similar to that of a troll, healing wounds at the rate of two hit points per round, lasts for three turns.

## Potion of Stone Form *(1), (24), (27), (42), (43), (45), (49)*

Imbiber gains the strength and look of stone, AC to 0, dexterity -3 penalty, saving throws +3 bonus. Duration five turns.

## Potion of Stone Giant Strength *(21), (40), (42), (44)*

Raises imbiber's strength up to 20 for ten turns.



## Potion of Storm Giant Strength *(42)*

Raises imbiber's strength up to 24 for ten turns.

## Potion of Strength *(7), (26), (34), (42)*

Increase strength of imbiber to 18 for approximately 20 turns or until dispelled.

## Red Potion *(11)*

Available in the carnival east of Nashkel. Sets intelligence to 25, wisdom and strength to 3, +50 percent magic resistance, all for 24 hours.

## Violet Potion *(11)*

Available in the carnival east of Nashkel. Sets strength to 25, dexterity and constitution to 3, all for 24 hours.



## MISCELLANEOUS MAGIC ITEMS

### Amulet of Metaspell Influence: the Amplifier (49)

**Special Ability Conferred:** +1 second level spell

**Usability:** Not usable by fighter, cleric, druid, thief

### Amulet of Protection 1 (5), (11), (47)

**Special Ability Conferred:** +1 AC and savings throw bonus

**Usability:** All

### Boots of Avoidance (10)

**Special Ability Conferred:** +5 AC bonus vs. missile weapons

**Usability:** all

## Boots of Grounding (13)

**Special Ability Conferred:** +50 percent electricity resistance

**Usability:** all

## Boots of the North (16)

**Special Ability Conferred:** +50 percent cold resistance

**Usability:** all

## Boots of Speed: The Paws of the Cheetah (40)

**Special Ability Conferred:** Increases wearer's speed of movement

**Usability:** all

## Boots of Stealth (8), (26)

**Special Ability Conferred:** +35 percent stealth

**Usability:** Not usable by fighter, mage, cleric, druid

## Bracers of Archery (12)

**Special Ability Conferred:** +2 missile weapons

**Usability:** Not usable by mage, cleric, druid



## Bracers of Defense (AC6): Bracers to the Death (40)

**Special Ability Conferred:** Reduces wearer's armor class to six

**Usability:** all

## Bracers of Defense (AC7) (29), (35), (44)

**Special Ability Conferred:** Reduces wearer's armor class to seven

**Usability:** all

## Bracers of Defense(AC8) (5), (15)

**Special Ability Conferred:** Reduces wearer's armor class to eight

**Usability:** all

## Claw of Kazgaroth, The (7)

**Special Ability Conferred:** AC +1 bonus, missile class bonus +4, save vs. death -4, save vs. wand +3, save vs. polymorph +3, save vs. breath +3, save vs. spells +3, constitution -2

**Usability:** Not usable by cleric, druid, thief





## Cloak: Algernon's Cloak (Nymph's Cloak) (5), (42)

**Special Ability Conferred:** +2 charisma to wearer

**Usability:** all

## Cloak of Balduran (42)

**Special Ability Conferred:** +1 AC bonus and saving throws

**Usability:** all

## Cloak of Nondetection: Whispers of Silence (36)

**Special Ability Conferred:** Wearer is nondetectable by magical means such as detect invisibility and scrying, weight 3

**Usability:** all

## Cloak of Protection +1 (1), (41), (42), (43), (45)

**Special Ability Conferred:** AC +1, +1 saving throws

**Usability:** all

## Cloak of Protection +2: The Spirit's Shield (1)

**Special Ability Conferred:** AC +2, +2 saving throws

**Usability:** all

## Cloak of the Wolf: Relai's Mistake (20)

**Special Ability Conferred:** Polymorph into wolf at will, weight 3

**Usability:** all

## Girdle of Bluntness (14)

**Special Ability Conferred:** +4 AC bonus vs. blunt weapons, weight 2

**Usability:** all

## Girdle (Golden Girdle of Urnst) (29)

**Special Ability Conferred:** +3 AC bonus vs. slashing weapons, weight 2

**Usability:** all



## Girdle of Masculinity/ Femininity (Cursed) (3)

**Special Ability Conferred:** Converts the sex of the wearer

**Usability:** all

## Girdle of Piercing (3)

**Special Ability Conferred:** +3 AC bonus vs. piercing weapons, weight 2

**Usability:** all

## Gauntlets of Dexterity: the Brawling Hands (17)

**Special Ability Conferred:** Set dexterity to 18, weight 2

**Usability:** all

## Gauntlets of Fumbling: Elander's Gloves of Misplacement (Cursed) (19)

**Special Ability Conferred:** -10 THACO penalty, -2 dexterity penalty, weight 2

**Usability:** all





## Gauntlets of Ogre Power: hands of Takkok (44)

**Special Ability Conferred:** Sets strength to 18/00, weight 2

**Usability:** all

## Gauntlets of Weapon Expertise: Legacy of the Masters (28), (34), (50)

**Special Ability Conferred:** +1 to hit, +2 damage

**Usability:** all

## Helm of Balduran (48)

**Special Ability Conferred:** AC bonus +1, +5 hp, +1 saving throw bonus

**Usability:** Not usable by mage, bard, thief

## Helm of Defense (22)

**Special Ability Conferred:** +1 saving throws, +20 percent electrical, cold, fire resistance, weight 3

**Usability:** Not usable by mage, bard, thief



## Helm of Glory: Helm of the Noble (49)

**Special Ability Conferred:** +1 AC bonus, +1 charisma

**Usability:** Not usable by mage, bard, thief

## Helmet of Infravision (10)

**Special Ability Conferred:** Grants infravision to wearer

**Usability:** Not usable by mage, bard, thief

## Horn of Kazgaroth, the (7)

**Special Ability Conferred:** Immunity to first and second level spells, +2 saving throw bonus, AC bonus vs. missile attacks +5

**Usability:** Not usable by cleric, druid, thief

## Manual of Bodily Health (20)

**Special Ability Conferred:** Constitution +1 permanently

**Usability:** all

## Manual of Gainful Exercise (1)

**Special Ability Conferred:** Strength +1 permanently

**Usability:** all

## Manual of Quickness of Action (42)

**Special Ability Conferred:** Dexterity +1 permanently

**Usability:** all

## Necklace of Missiles (11), (47)

**Special Ability Conferred:** Range 50 feet, 6d6 fireball created in a 30 foot radius

**Usability:** all

## Ring of Animal Friendship: Druid's Ring (36)

**Special Ability Conferred:** Charm animal unless save vs. wand, range 40 feet

**Usability:** all



## Ring of Clumsiness (Cursed) (42)

**Special Ability Conferred:** Dexterity and stealth reduced by 50 percent, 75 percent casting failure

**Usability:** all

## Ring of Energy: the Victor (31)

**Special Ability Conferred:** Damage a target 2d6, no save

**Usability:** all

## Ring of Fire Resistance: Batalist's Passport (1)

**Special Ability Conferred:** Fire resistance +40 percent

**Usability:** all

## Ring of Folly (Cursed) (22), (37)

**Special Ability Conferred:** Sets intelligence and wisdom of wearer to three and infects the wearer with feeblemind

**Usability:** all



## Ring of Free Action: Edventar's Gift (44)

**Special Ability Conferred:** Wearer immune to all things that affect movement

**Usability:** all

## Ring of Holiness (13)

**Special Ability Conferred:** Grants an extra priest spell of each level from first to fourth

**Usability:** Only usable by cleric or druid

## Ring of Infravision (10), (11)

**Special Ability Conferred:** Wearer gains the ability of infravision up to 120 feet

**Usability:** all

## Ring of Protection: Ring of the Princes (Kovera's Ring of Protection) (1)

**Special Ability Conferred:** +1 AC and savings throw bonus

**Usability:** all



## Ring of Protection +1

(1), (5)

**Special Ability Conferred:** +1 AC and savings throw bonus

**Usability:** all

## Ring of Protection +2: The Guard's Ring (49)

**Special Ability Conferred:** +2 AC and savings throw bonus

**Usability:** all

## Ring of Wizardry: Evermemory (4), (45)

**Special Ability Conferred:** Doubles the number of first level spells a mage can memorize

**Usability:** mages

## Shield Amulet (11), (42)

**Special Ability Conferred:** Casts the first level mage spell, shield, and gives +2 AC vs. missile attacks for five turns

**Usability:** all





## Tome of Clear Thought (49)

**Special Ability Conferred:** Intelligence +1 permanently

**Usability:** all

## Tome of Leadership and Influence (17)

**Special Ability Conferred:** Charisma +1 permanently

**Usability:** all

## Tome of Understanding (1)

**Special Ability Conferred:** Wisdom +1 permanently

**Usability:** all

## Wand of Fear

(1), (7), (34), (40), (42)

**Special Ability Conferred:** Cause enemies to run in fear unless they save vs. spells, duration 20 rounds

**Usability:** Not usable by fighter, thief



## Wand of Fire

(1), (26), (33), (42), (44)

**Special Ability Conferred:** Casts a ball of fire that does 6d6 points of damage, but all "1s" are counted as "2s." The second ability is akin to the spell Agannazar's scorcher, striking a single victim with a 6d6+6 column of fire

**Usability:** Not usable by fighter, cleric, druid, thief

## Wand of Frost (13), (40), (42)

**Special Ability Conferred:** Inflicts a column of ice on a target, for 8d6 of damage

**Usability:** Not usable by fighter, cleric, druid, thief

## Wand of heavens (42), (44)

**Special Ability Conferred:** Casts flamestrike against a target for 6d8 damage at a range of 120 feet

**Usability:** Not usable by fighter, mage, bard, thief

## Wand of Lightning

(42), (44), (46)

**Special Ability Conferred:** Casts lightning bolt for 6d6 damage (save vs. wands for half) at a range of 100 feet

**Usability:** Not usable by fighter, cleric, druid, thief



## Wand of Magic Missiles

(2), (5), (27), (42), (45)

**Special Ability Conferred:** One magic missile to strike target per casting

**Usability:** all

## Wand of Monster Summoning

(24), (42)

**Special Ability Conferred:** Summon 12 HD of monsters

**Usability:** Not usable by fighter, cleric, druid, thief

## Wand of Paralyzation

(20), (42), (46), (49)

**Special Ability Conferred:** Paralyzes a single opponent per use unless opponent saves vs. wands with a -4 penalty

**Usability:** Not usable by fighter, cleric, druid, thief

## Wand of Polymorphing

(48)

**Special Ability Conferred:** Polymorphs victim into a squirrel unless a save vs. polymorphing is made

**Usability:** Not usable by fighter, cleric, druid, thief





## Wand of Sleep (7), (42)

**Special Ability Conferred:** Sleep unless victim saves vs. wands

**Usability:** all

# KEY TO MAGIC ITEMS

The following is a list of the locations for every magic item in each sector of the game. Check out the sector walk-through sections if you want more information on where a specific item can be found in an area.

## 1. Candlekeep

**Prelude:** Potions of clarity and healing, antidote, elixir of health, cleric stone to flesh scroll, mage scrolls of armor and infravision

**Chapter 6:** Chainmail +1, darts of stunning, morning star +1, cloak of protection +1, Koveras' ring of protection +1, ring of protection +1, wand of fear, potions of clarity, fire resistance, frost giant strength, genius, healing, stone form and an elixir of health, scrolls of protection (normal missiles, petrification), scrolls of blindness, chill touch, chromatic orb, detect invisibility, grease, identify, knock, luck, Melf's acid arrow, shield, vocalize, and web

**Catacombs:** Acid arrows, arrows of ice, arrows +1, darts of stunning, throwing axe +2, war hammer +1, cloak of protection +2: The Spirit's Shield, manual of gainful exercise, ring of fire resistance: Batalista's Passport, tome of understanding, wand of fire,



protection scroll (acid), oil of speed, potions of antidote (cursed), fortitude, frost giant strength, heroism, invisibility, invulnerability and stone form, and scrolls of Agannazar's scorcher, chromatic orb, confusion, detect evil, dimension door, dire charm, dispel magic, fireball, ghost armor, ghouls touch, haste, identify, lightning, luck, minor globe of invulnerability, mirror image, monster summoning 2, resist fear, slow, and strength

## 2. Candlekeep Coastway, Sector East of Candlekeep

Wand of magic missiles

## 3. Crossroads between Friendly Arm Inn and Beregost

Girdle of femininity/masculinity, girdle of piercing

## 4. Friendly Arm Inn

Large shield +1, ring of wizardry, potions of antidote, genius, healing, insight, mind focusing, elixir of healing, and scroll of stone to flesh



## 5. Beregost

Arrows +1, arrows of biting, arrows of ice, arrows +2, short bow +1, composite bow +1, battle axe +1, bolt+1, light crossbow of speed, bullet +1, dart +1, dagger +1, dagger of venom, sling +1, mace +1, quarter staff +1, bastard sword +1, short sword +1, long sword +1, leather +1, chainmail +1, shadow armor, traveler's robe, small shield +1, medium shield +1, Algernon's cloak, amulet of protection +1, bracers AC8, ring of protection +1, and wand of magic missiles

## 6. Temple East of Beregost

Potions of antidote, healing, elixir of health, scroll of stone to flesh

## 7. High hedge, West of Beregost

Protection from poison scroll (from ghastr), adventurer's robes (worn by Thalantyr) plus the following magic items can be purchased from Thalantyr: dart +1, arrows +1, acid arrows, bolt +1, bolt of lightning, bolt of biting, bullet +1, potion of fire resistance, potion of healing, elixir of health, potion of cold resistance, potion of explosions, potion of infravision, potion of insulation, potion of magic blocking, potion of mirrored eyes, potion of perception, potion of regeneration, potion of insight, potion of strength, potion of freedom, protection from acid, protection from cold, protection from electricity, protection from fire, protection from magic, protection from poison,





protection from undead, grease, armor, burning hands, charm person, color spray, blindness, friends, protection from petrification, infravision, magic missile, protection from evil, shield, shocking grasp, sleep, chill touch, chromatic orb, Larloch's minor drain, horror, luck, mirror image, strength, resist fear, invisibility, detect invisibility, flame arrow, hold person, skull trap, vampiric touch, wand of sleep, wand of fear, Horn of Kazgaroth, Claw of Kazgaroth, robe of the good archmagi, robe of the neutral archmagi

## 8. Sector South of Beregost

Potions of healing, boots of stealth

## 9. Sector North of Nashkel

None

## 10. Nashkel

Short sword +1, large shield +1, boots of avoidance, helm of infravision, ring of infravision, potions of healing, antidote, elixir of health, and stone to flesh scrolls.

## 11. Nashkel Carnival

Knave's robes, antidote, arrows of piercing, necklace of missiles, amulet of protection +1, shield amulet, and a ring of infravision



## 12. Sector South of Nashkel

Bracers of archery, scrolls of chromatic orb and Cloudkill

## 13. Nashkel Mines

Arrows of fire, short sword +1, long sword +2: Varscona, moon-blade, boots of grounding, ring of holiness, wand of frost, potions of absorption and healing, scrolls of armor, infravision, charm person, sleep, identify, and web

## 14. Sector southwest of Nashkel

Halberd +1, girdle of bluntness, potion of healing, protection scroll

## 15. Sector west of Nashkel

Flail +1, a potion of fire resistance, and bracers of defense AC 8

## 16. Sector North of Gnoll Stronghold

Long sword +1, boots of the north, scroll of dispel magic



## 17. Gnoll Stronghold

Gauntlets of dexterity, tome of leadership and influence, potions of hill giant strength and cold resistance, and scrolls of Larloch's minor drain and magic missile

## 18. Sector Northwest of Nashkel

Scimitar +3: Frostbrand, Scimitar +5, Defender: Twinkle, Mithril chainmail +4, mage robe of fire resistance, potion of healing, scrolls of resist fear, Larloch's minor drain, chromatic orb

## 19. Sector South of High Hedge (northwest, northwest of Nashkel)

Gauntlets of fumbling, war hammer +2 Ashideena, short sword +2: the Whistling Sword

## 20. Lighthouse sector (southwest of high hedge, west/southwest of Beregost)

Arrows of biting, darts of wounding, cloak of the wolf, antidote, elixir of health, potion of infravision, potion of absorption, wand of paralyzation, manual of bodily health





## 21. Sector West, Northwest of Nashkel (south of Lighthouse)

Arrows of fire, arrows of biting, two-handed sword +3: Cursed  
Berserking, potion of stone giant strength

## 22. Sector North of Lighthouse, West of high hedge

Arrows of biting, ring of folly, helm of defense

## 23. Sector East of Nashkel Mines

Protection from magic and color spray scrolls, plus elixir of  
health and potion of heroism for completing Lena's quest in  
Friendly Arm Inn

## 24. Sector East of Nashkel Carnival

Chainmail +1, leather armor +2: Protector of the Second, stud-  
ded leather armor +1, knave's robes, arrows +2, arrows of fire,



darts of wounding, +2 dagger, oil of fiery burning, potion of freedom, potion of frost giant strength, potion of hill giant strength, potion of invisibility, potion of magic blocking, wand of monster summoning, potion of power, potion of stone form

## 25. Sector northeast of Nashkel

Arrows +1, two-handed sword +1, oil of speed (x2), potion of fire resistance, potion of healing

## 26. Ulcaster (South of Beregost Temple)

Arrows of fire, acid arrows, arrows of biting, ice, and piercing, dagger +1, boots of stealth, wand of fire, oil of fiery burning, antidote (cursed), potions of absorption, genius, mirrored eyes, strength, hill giant strength, and healing, and scroll of protection from undead

## 27. Gullykin (East of Ulcaster, southeast/E of Beregost)

Arrows of fire, long sword +1, a morning star +1, sling +1, mage robe of electrical resistance, protection scroll (cursed scroll of ugliness), wand of magic missiles, potions of heroism, stone form, and power and scrolls of sleep, color spray, cloudkill, fireball, ghoul's touch, and lightning bolt



## 28. Firewine Bridge (South of Gullykin, northeast/E of Nashkel)

Knave's robes and a protection from fire scroll, gauntlets of weapon expertise, long sword +1, arrows of fire

## 29. Sector East of Beregost Temple (two East of Beregost)

Adventurer's robe, golden girdle, bracers of defense AC 7, arrows +1, long sword +1 (x2), morning star +1, scrolls of charm person, infravision, protection from evil, stinking cloud, and horror, potions of invisibility, absorption, explosions, and oil of fiery burning

## 30. Larswood (southeast of Friendly Arm Inn, northeast of Beregost)

Potion of fire giant strength, arrows +1, and arrows of ice

## 31. Sector East of Larswood (w, w, n of Beregost)

Magic robes (electrical resistance, fire resistance, cold resistance), ring of energy





## 32. Peldvale (East of Friendly Arm Inn)

Arrows +1, arrows of ice, war hammer +1

## 33. Sector North of the Friendly Arm Inn

Darts of wounding, darts of stunning, potions of magic protection, cloud giant strength, cursed antidote, wand of fire, scrolls of dire charm and ghost armor, dagger +1, chainmail +1, flail +1

## 34. Bandit Camp (northeast of Friendly Arm Inn)

Gauntlets of weapon expertise, mage robe of fire resistance, medium shield +1, short sword +1, a long bow of marksmanship, war hammer +1, wand of fear, arrows of biting, acid arrows, scrolls of friends, color spray, blindness, protection from undead, stinking cloud, Agannazar's scorcher, horror, web and fireball, and potions of healing, potion of magic blocking, potions of fire-breath, potions of fortitude, potion of strength, oil of fiery burning, oil of speed, cursed oil of speed

## 35. Bridge to Baldur's Gate

Bracers AC7



## 36. First Cloakwood sector

Bastard sword +1/+3 vs. shapeshifters, potion of heroism, ring of animal friendship, cloak of nondetection

## 37. Second Cloakwood sector

Ring of folly, two-handed sword +2: Spider's Bane

## 38. Third Cloakwood sector

Potion of invulnerability, potion of freedom, antidote, potion of healing, potion of fortitude (x2), arrows +1, arrows of ice, bullets +1

## 39. Fourth Cloakwood sector

None

## 40. Cloakwood Mines

**Outside the mine:** Potions of frost giant strength, magic shielding and boots of speed, morning star +1, platemail +1: Fallorain's Plate, traveler's robe, mage robe of cold resistance



**Within the mine:** Studded leather +1, small shield +1, adventurer's robe, traveler's robe, robe of the evil archmagi, bracers of defense AC6: Bracers to the Death, arrows +1, arrows of ice, arrows of biting, acid arrows, spear +1, potions of explosions, firebreath, fire giant strength, healing, invulnerability, magic protection, master thievery, mirrored eyes, stone giant strength, elixir of health, and scrolls of blur, detect invisibility, ghouls touch, grease, haste, hold person, knock, Larloch's minor drain, Melf's acid arrow, mirror image, shield, slow, protection (fire, undead, evil, and petrification), cursed scroll of stupidity, and wands of fear and frost

## 41. Sector North of Baldui's Gate Bridge

Cloak of protection +1

## 42. Middle, East sector of Baldui's Gate

**From Lucky Aello's:** Oil of Speed (cursed), potion of healing (cursed), antidote (cursed), potion of perception and cursed scrolls of weakness, clumsiness, foolishness, ugliness, summon monster, petrification, ailment, stupidity

**From Thieves' Guild:** Oil of speed, potion of firebreath, manual of quickness of action, darts +1, darts of stunning, sling +1, bullets +1, bullets +2, arrows of dispelling, arrows +2, arrows +1, arrows of biting, studded leather +1, leather armor +1, cloak of protection +1, potions of master thievery, agility, heroism, fire giant strength, frost giant strength, magic blocking, magic protection, magic shielding, healing, power, cloud giant strength, and oil of speed, and a wand of paralyzation.





**From Shop of Silence and Surrounding Area:** Studded leather +1, leather +1, cloak of protection +1, dart +1, dart of stunning, sling +1, potion of master thievery, potion of agility, bullet +1, bullet +2, and a potion of strength on one of the shelves in the room. Upstairs in Arkion's house you can find a potion of insulation, a shield amulet, bastard sword +1 (Elfsong), large shield +1 (General Store), and cursed scroll of stupidity (barrel)

**From Sorcerous Sundries:** Battle axe +1, dart +1, dart of stunning, dart of wounding, bastard sword +1, long sword +1, arrows +1, arrows of slaying (ogre mage), acid arrows, arrow of biting, arrows of detonation, arrows of dispelling, arrows of fire, arrows of ice, arrows of piercing, arrows +2, bolt +1, bolt of lightning, bolt of biting, bolt +2, bullet +1, bullet +2, potions of fire resistance, hill giant strength, frost giant strength, fire giant strength, cloud giant strength, storm giant strength, healing, heroism, invisibility, invulnerability, stone giant strength, oil of fiery burning, oil of speed, elixir of health, absorption, agility, antidote, clarity, cold resistance, defense, explosions, firebreath, fortitude, genius, infravision, insulation, magic blocking, magic protection, magic shielding, master thievery, mind focusing, mirrored eyes, perception, regeneration, insight, strength, freedom, stone form, protection (acid, cold, electricity, fire, magic, poison, undead), mage scrolls (all except vocalize and improved invisibility), wands of fear, magic missiles, paralyzation, fire, frost, lightning, sleep, monster summoning, heavens, and upstairs there's a party equipped with: dagger +1, darts of stunning, robes of cold resistance, fire resistance (x2), electrical resistance, cursed ring of clumsiness, scrolls of identify, luck, and wand of fire

**Sewers/Undercellar:** Arrows of fire, Cloak of Balduran, oil of speed (cursed) and a potion of magic protection



## 43. South, East sector of Baldur's Gate

Light crossbow +1, bolts of lightning, cloak of protection +1, long sword +1, potions of firebreath, fire resistance, hill giant strength, healing, invisibility, oil of fiery burning, elixir of health, absorption, agility, antidote, cold resistance, oil of speed (cursed), defense, healing, healing (cursed), infravision, insulation, antidote (cursed), magic protection, magic shielding, master thievery, regeneration, insight, freedom, stone form, and blur scroll

## 44. South, Middle sector of Baldur's Gate

**Iron Throne:** Halberd +2: Suryris' Blade, mace +1, war hammer +1, short sword +1, studded leather armor +1, wand of lightning, wand of heavens, ring of free action: Edventar's Gift, bracers AC 7, scrolls of confusion, dimension door, dispel magic, fireball, hold person, know alignment, lightning, protection from normal missiles, protection (undead), vocalize, potions of stone giant, antidote, agility; potions of genius, insulation, antidote (cursed) and protection scrolls (cold, acid)

**In the Low Lantern:** Wand of fire, dagger +1 and scrolls of clairvoyance and dispel magic, long sword +1, gauntlets of ogre power, robe of cold resistance and has scrolls of flame arrow, blur, charm person, fireball flame arrow, hold person, know alignment, protection (petrification), shield, and stinking cloud in his Yago's chest

**Elsewhere in containers in this sector:** potion of healing, gauntlets of weapon expertise



## 45. South, West sector of Baldur's Gate

**From Alden:** Bastard sword +1/+3 vs. shapeshifters

**In Shops:** Medium shield +1, large shield +1, mace +1, cloak of protection +1, potions of fire resistance, hill giant strength, healing, invisibility, oil of fiery burning, elixir of health, absorption, agility, antidote, cold resistance, oil of speed (cursed), defense, healing (cursed), infravision, insulation, antidote (cursed), magic protection, magic shielding, master thievery, regeneration, insight, freedom, and stone form

**In the Seven Suns:** Spear +1, potion of hill giant strength, wand of magic missiles and two protection scrolls; (In houses): arrows of piercing, robe of electrical resistance, long sword +1, a ring of wizardry, scrolls of fireball and vampiric touch; short sword +1, arrows of fire, arrows +1, scrolls of ghost armor and protection from normal missiles, potions of master thievery, scrolls of identify and friends

## 46. Middle, West sector of Baldur's Gate

Knave's robes, wand of paralyzation, wand of lightning (from Brevlik in Elfsong after completing quest in this sector), potions of healing, luck, elixir of health, antidote, oil of speed, stone to flesh scroll





## 47. Middle sector of Baldur's Gate

Amulet of protection +1, necklace of missiles, dagger +1, dagger +2: Heart of the Golem, eagle bow: Protector of the Dryads, potion of defense, potion of heroism, scrolls of web, nondetection and identify

## 48. North, West sector of Baldur's Gate

Arrows of ice, arrows of fire, long bow +1, battle axe +2: Battleaxe of Mauletar, long sword +1, adventurer's robe, robe of electrical resistance, splint mail +1, Helm of Balduran, wand of polymorphing, oil of fiery burning and a scroll of horror, color spray, protection scrolls

## 49. North, Middle sector of Baldur's Gate

**Chapter 5:** Bullets +1, short sword +1, long sword +1, knave's robe, small shield +1, amulet of metaspell influence, helm of glory, wand of paralyzation, ring of protection +2: The Guard's Ring, tome of clear thought, oil of speed (cursed), potions of frost giant strength, genius, healing, invisibility, antidote, elixir of health, stone to flesh, stone form, heroism and explosions, protection scrolls, mage scrolls of blindness, blur, dire charm, invisibility, and mirror image,



## 50. North, East sector of Baldur's Gate

Arrows +1, arrows of biting and arrows of dispelling, mace +1, large shield +1, gauntlets of weapon expertise, potions of absorption, healing, hill giant strength, invulnerability

## 51. Chapter Seven Thieves' Maze, Undercity

**Undercellar:** Short sword +1, robes of cold resistance, short sword of backstabbing, sling +1, bullets +1 and bullets +2, dagger +2, Longtooth: Grave Binder, scrolls of flame arrow, clairvoyance, monster summoning, nondetection, protection from normal missiles, skull touch, vampiric touch

**Duchal Palace:** Bastard sword +1, splint mail +1, protection and mage scrolls

**Thieves' Guild/Undercity:** Two-handed swords +1, studded leather +1, traveler's robe, arrows of biting, arrows of ice, arrows of fire, arrows of detonation, long sword +1, full platemail +1: Plate of the Dark and a large shield +1

## JEWELRY

The following tables describe the jewelry available in the game, and the cost of each piece of jewelry (based upon the prices offered to a character with 18 charisma and a reputation score of 20). The actual amount you will receive from a shopkeeper for the jewelry will be a fraction of the amounts set out below, varying



depending upon your reputation, but the charts below will give you an idea of the relative value of necklaces, gems, and rings. Stack gems together to conserve inventory space.

DESCRIPTION OF GEM	COST
Andar Gem	48 gold
Aquamarine Gem	246 gold
Black Opal	492 gold
Bloodstone Gem	82 gold
Chrysoberyl Gem	115 gold
Diamond	820 gold
Emerald	2460 gold
Fire Agate Gem	16 gold
Garnet Gem	285 gold
Horn Coral Gem	204 gold
lol Gem	64 gold
Jasper Gem	56 gold
Lynx Eye Gem	24 gold
Moonbar Gem	307 gold
Moonstone Gem	82 gold
Pearl	328 gold
Rogue Stone	4,100 gold
Shandon Gem	73 gold
Skydrop Gem	64 gold
Sphene Gem	368 gold
Star Diopside Gem	150 gold
Star Sapphire	1640 gold
Sunstone Gem	40 gold
Tchazar Gem	56 gold
Turquoise Gem	8 gold
Waterstar Gem	130 gold
Ziose Gem	98 gold
Zircon Gem	72 gold



**DESCRIPTION OF NECKLACE****COST**

Agni Mani Necklace	64 gold
Bloodstone Amulet	492 gold
Bluestone Necklace	48 gold
Laeral's Tear Necklace	4920 gold
Pearl Necklace	1640 gold
Rainbow Obsidian Necklace	82 gold
Silver Necklace	16 gold
Studded Necklace with Zios Gems	gold
Tiger Cowrie Shell Necklace	90 gold

**DESCRIPTION OF RING****COST**

Angel Skin Ring	164 gold
Bloodstone Ring	98 gold
Gold Ring	64 gold
Fire Opal Ring	500 gold
Flamedance Ring	204 gold
Greenstone Ring	16 gold
Jade Ring	130 gold
Onyx Ring	82 gold
Ruby Ring	1435 gold
Silver Ring	8 gold



# CHAPTER SEVEN

Mini  
Walk-Through



This section of the guide provides a quick overview of how to complete the game, and suggests a path for your party to follow. For information and strategic advice on how to overcome specific obstacles, check out the guide's detailed area sector walk-throughs.

## PROLOGUE



► Complete the quests for the Candlekeep citizens prior to purchasing any equipment. If your character is a spell-caster, memorize your spells prior to taking on the two assassins in the area. If you're playing a thief character with a high open locks ability, pick the lock on the container on the north wall of the second floor of the inn and steal the star sapphire gem. Sell anything you've gathered in Candlekeep to Winthrop and then purchase some armor and weapons (a missile weapon is mandatory). Buy an extra short bow and some arrows for Imoen, who will join you at the beginning of the next chapter. Talk to Gorian and end the chapter.

## CHAPTER ONE

► Pick up Gorian's note and the items scattered on the ground after his battle. Equip both Imoen and your character with missile weapons and join up with Xzar and Montaron, at least temporarily, to increase your party's firepower. Avoid bears altogether, and be cautious with wolves.

► Head east and confront the ogre in the sector between Beregost and the Friendly Arm Inn. Let the ogre chase after one





character while the rest of your characters fire missile weapons. Use Imoen's wand of magic missiles and Xzar's offensive spells to help take the ogre down. Grab the magic girdles, without trying them on, and head to the Friendly Arm Inn.

► Get the guards outside the Friendly Arm Inn to help you take out Tarnesh. Hook up with Khalid and Jaheira and the quest-givers in the Inn. Head to Beregost.

► If you don't mind stealing, break into the Thunderhammer Smithy in the evening and take the bastard sword +1. Buy any additional equipment you need. If you want to take out the huge spiders in Landrin's basement, ensure that your party members have antidotes equipped, and cast an entangle spell to keep the spiders away from your party.

► Hook up with Kagain and/or Garrick. Solve the quests which you can complete entirely within Beregost.

► Head south, and pick up the note on the body of the ogrilons (after you've stomped them). Give it to Miranne next time you're in Beregost. Enter Nashkel to end the chapter.

## CHAPTER TWO

► Reconstitute your party so that you don't have characters with opposing alignments. You can pick up Minsc or Edwin in town, but watch out for another assassin, Neira, when you enter the Inn. Go to the Nashkel carnival and clear out that area to pick up some additional experience points, and free Branwen by purchasing a stone to flesh scroll in Nashkel if you're looking for a cleric. Clearing out the sector south of Nashkel may net you a white wolf pelt, which you can sell for some good additional cash.



► Don't go to the sector northwest of Nashkel yet, but otherwise feel free to explore a few of the sectors around Nashkel (remember, in order to open up access to each sector, you have to exit an adjacent sector), but be ready to flee in the face of superior opposition.

► Head to the Nashkel mines sector and solve the Prism quest by taking out Greywolf, which will earn you his +2 long sword. Talk to Emerson and head into the mines. When you get to the third level, pick up Joseph's ring on the floor. Watch for traps and dangerous kobold commandos. Kill Mulahey (don't let him barter for time) and rescue Xan. Open Mulahey's chest and take his notes to end the chapter.

## CHAPTER THREE

► While it's possible to complete this chapter extremely quickly, even with a low level party, you should explore around a bit to earn extra experience points, since you'll need a few levels prior to tackling the challenges in chapter four. If you have Minsc in your party, clear out the areas near the Gnoll Stronghold and then take out the Stronghold itself. Minsc will leave your party if you take too long to accomplish that task. Pick up Dynaheir if you're looking for a decent mage or want to keep Minsc.

► There are a few other sectors you should definitely explore. You can purchase an abundance of magic items in the High Hedge sector (you might want to pick up Melicamp the chicken in the sector south of High Hedge first), as well as pick up Kivan and complete a quest for Perdue in Beregost. The sector to the east of the Nashkel carnival has numerous magic items as well. Don't go to Firewine Bridge or Ulcaster until you've gained a few



levels. You can get a lot of experience points taking out the sirines in the sectors south of Candlekeep, but make sure you have summoned monsters in front of your party or that you are otherwise protected from the dire charm spells that the sirines will cast. Take out Bassilus (in the sector south of High Hedge, two northwest of Nashkel) for 5,000 gold. By pretending to be his parent (see the sector walk-through for more information) you can remove his undead guards, making the fight relatively easy.

► When you're ready to advance the plot, visit the Feldepost Inn in Beregost and confront Tranzig. Prior to killing him, make sure you let him tell you the location of the bandit camp.



► You're better off joining the bandits in Peldvale or Larswood instead of just walking into the camp. Joining the bandits will give you the opportunity to take out Tazok (although he'll return) for some good magic items and experience. There's no way to avoid a fight in the main bandit tent, so be prepared. Open the containers in the tent and get the notes to end the chapter.

## CHAPTER FOUR

► Finish up any other sectors you want to explore south of Baldur's Gate, and then head to Cloakwood. There are five Cloakwood sectors and you have to do them in order. There are a lot of spiders and web traps in Cloakwood, so be prepared with potions of freedom and use a thief to scout for traps.

► You can pick up Coran, a master archer, in the first Cloakwood sector. Make sure you take out Centeol in the second Cloakwood sector so that you can get the Spider Bane sword. Sending several fireballs directly at Centeol will usually take him out and his spider guards, without risking your party.





► When you tangle with the wyverns in the area (there's a nest in a cave in the fourth Cloakwood sector), be prepared to quickly unpoison your characters, and use area of effect spells like fireball, web, and stinking cloud to take out groups of wyverns before they can advance on your party.

► Advance cautiously eastward when you reach the Cloakwood mines sector. There's a relatively tough fight above the entrance to the mines if you're not prepared. Scouting ahead with a hidden thief will give you an early tactical advantage and will allow your mages to launch deadly area of effect spells. Once you take out the mages, the rest of the fight should be relatively easy.

► When you fight Davaeorn (who is waiting on the fourth level of the mines) make sure you first disarm his traps to avoid having to fight his battle horrors. Dispel his protective spells and summon a few creatures to lead the attack and to prevent your party from being targeted by his spells. Once you've killed Davaeorn, flood the mine by giving 100 gold to Rill, who is on the second floor of the mine, and then talking to the miner on the first floor who is standing near the plug.

## CHAPTER FIVE

► Explore Baldur's Gate thoroughly, but don't enter the Iron Throne headquarters (which is in the south, middle sector of the city) right away. Complete Scar's quests prior to talking to Eltan or entering the Iron Throne building.

► Check out the detailed area walk-throughs for information on the quests that are available in Baldur's Gate, and the magic item charts if you're wondering what items are available. The Thieves' Guild tasks are among the most interesting, but not par-



ticularly rewarding. You should pick up both the Helm and Cloak of Balduran. The helm is on the second floor of the Helm and Cloak Inn, in a trapped secret compartment. The cloak is with Quenash, a "lady of the evening" in the Undercellar, which you can access either through the sewers or through the Blushing Mermaid Inn.

► Don't disregard the quest to free Lothandar if he initiates the quest. If you don't solve the quest once it has begun, your party will die at the end of ten days.

► When you're ready to end the chapter, talk to Eltan and then take out the Iron Throne headquarters. If you don't have it already, you should pick up the bastard sword +1/+3 vs. shapeshifters from Alden Sashenstar (if you sided with the druids in Cloakwood, you'll have the sword already). Return to Eltan once you've gathered the notes from the top floor of the Iron Throne building.

## CHAPTER SIX

► When you get into the library you'll run into Koveras, who will give you a ring of protection and encourage you to wipe out the Iron Throne leaders. Regardless of whether or not you attack Rieltar and his crew, they'll be killed off and you'll be blamed for their deaths. You can get some additional magic items by doing the job yourself.

► There are three separate areas in the Candlekeep catacombs, and they are each loaded with traps. All of the NPCs you'll encounter, other than Deder and Arkanis, are dopplegangers, so don't let your guard down. To end the chapter, you'll have to get through all three catacomb maps, and there's a fairly tough bat-



tle with an enemy party on the third map, so use a hidden or invisible thief (equipped with the boots of speed) to scout around the map. Check out the detailed sector walk-through for more information on the obstacles you'll face in the catacombs.

## CHAPTER SEVEN

► Your goals in this chapter consist of: a) going to the Iron Throne building and confronting Cythandria and obtaining Sarevok's diary; b) killing the assassins in the Undercellar to get an invitation to Sarevok's coronation; c) disrupting the coronation (perhaps stopping to save Eltan in Flaming Fist headquarters along the way); and d) pursuing Sarevok to the Thieves' Guild and then to the Undercity.

► Cythandria waits at the top of the Iron Throne building, with a couple of ogre guards. In the middle of the Undercellar, you'll be confronted by Slythe and Krystin. They'll immediately attack you, and Slythe is particularly dangerous, since he is hasted and blurred. Cast a dispel magic spell as soon as possible, and haste a few of your own fighters (or use oil of speed) to even the odds. A hold person or charm person spell can end the fight in your favor very quickly, if the assassins fail their saving throws. Pick up the invitation on the body of Slythe.

► Travel to the Duchal Palace and show Bill the guard your invitation. Make sure you have Sarevok's diary and/or the notes from the assassins in the Undercellar prior to entering. Take a few giant strength potions and use oil of speed or cast haste on your characters prior to entering. After the coronation speech, the noblemen will turn into greater doppelgangers and try to kill the remaining dukes. While the Flaming Fist enforcers will assist you, you must





ensure that at least one of the dukes survives. Cast a dispel magic spell on the greater doppelgangers to slow them down. Once the doppelgangers are dead, you'll have to briefly fight Sarevok, but after you get a few hits in on him he'll disappear. Talk to the dukes and you'll be transported to the Thieves' Guild.

▶ When you're in the Thieves' Maze, move slowly to try to only get one opponent confronting you at once. After you pass a couple of doom guards, you'll have to face two skeleton warriors in one of the toughest battles in the game. The corridor is also trapped with a series of lightning and fireball traps. The skeleton warriors are virtually immune to magical spells and their arrows act like arrows of fire, even though they are not magical. Send a thief (hasted or wearing boots of speed) up the corridor to disarm the traps (you can disarm the first couple before you'll encounter the skeleton warriors) and then flee back down the corridor to try to lure the skeleton warriors back to your party, one at a time. You can ambush the skeleton warriors when they round a corner. You can also use animated undead of your own, or summoned monsters, to draw the fire of the skeleton warriors while your fighters try to move in to engage in melee combat.

▶ There are several additional traps in the maze, so continue to use a thief to scout the maze. There are some invisible stalkers and additional skeleton warriors, but none of them has a ranged attack.

▶ A powerful group of Iron Throne members is hunting for Saverok near the middle of the Undercity. Consisting of both fighters and mages (and an ogre companion), they are dangerous adversaries. They tend to cast fireballs (and use arrows of detonation) to start the combat, so you're better off summoning some monsters or animating some dead to use as targets to draw fire away from your party. Stinking cloud or other area of effect spells



such as web or fireball work particularly well for this combat, as the enemy party is tightly grouped. Concentrate on taking out the mages first, before they can take cause havoc in your party.

► Sarevok's lair is in the northwest corner of the Undercity. There are several traps in the center of the room (avoid the "skull" symbol altogether) and several more along the sides. Use a thief to clear away the traps along the sides, and arm your party with the best missile weapons they have available. If you have them, use protection from magic scrolls and potions of freedom. Sarevok is immune to magic, but his accomplices are not, and you can hit them with fireballs until they go down. You might want to cast a silence 15 foot radius or miscast magic spell on Samaj as well. Create lots of summoned monsters/creatures and animated undead to use as cannon fodder. If you charge into the room, you won't last 30 seconds. Try to lure only a couple of enemies into view at a time.

► The game will end as soon as you take down Sarevok, so you don't even need to take out his allies. By concentrating your ranged fire at Sarevok you'll take him down fairly quickly. He's a tough opponent to go toe-to-toe with, so you should lure him into chasing one character around while the others pummel him with ranged weapons. Enjoy witnessing the final fate of Sarevok.



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